AD-A148 350 COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE GENERATOR) ANALYSIS AND..(U) SCIENCE APPLICATIONS INC LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84 1/5

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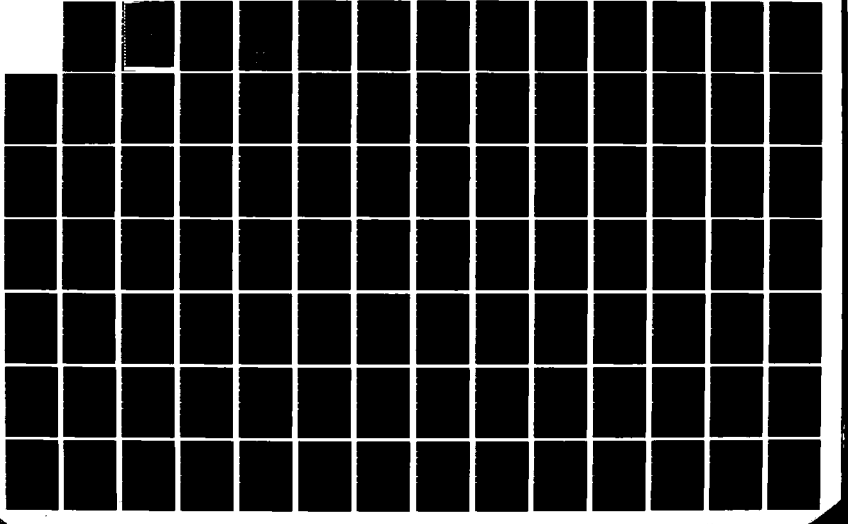

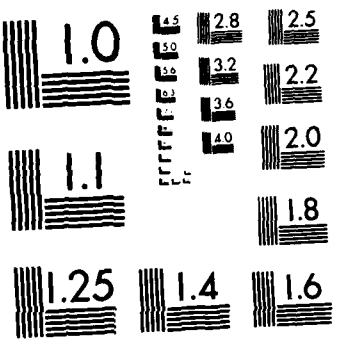

MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

AD-A148 350

FINAL DESIGN REPORT
FOR THE
STUDY ENTITLED
"COSAGE ANALYSIS AND DESIGN REPORT"
VOLUME III
(APPENDICES)

SCIENCE APPLICATIONS, INC.

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SCIENCE APPLICATIONS, INC.

Hugh Jones

AD-A150 350

FINAL DESIGN REPORT
FOR THE
STUDY ENTITLED
"COSAGE ANALYSIS AND DESIGN REPORT"
VOLUME III
(APPENDICES)

Contract No.
MDA903-83-C-0424

Contract Expiration Date:
April 29, 1984

Prepared For:
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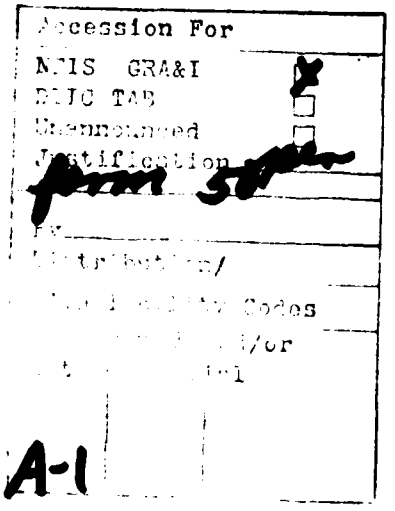
APPENDICES

This volume contains miscellaneous information and reports which supported SAI's analyses and recommended changes. Contents of the various appendices are listed below:

- Appendix A contains referenced materials.
- Appendix B presents the module invocation report for all COSAGE routines, using random number seed 3.
- Appendix C includes analyses results for random number seed 10.
- Appendix D has analyses results for random number seed 6.



APPENDIX A

REFERENCES

[1] McCabe, T., "A Complexity Measure", IEEE Transactions on Software Engineering, December, 1979, pp 308-320.

[2] Halstead, M., "Elements of Software Science", Elsevier North-Holland Inc., N.Y., 1977.

[3] Fitzsimmons, A., and T. Love, "A Review and Evaluation of Software Science", ACM Computing Surveys, March, 1978, pp 3-18.

APPENDIX B

COSAGE HOURLY INVOCATION REPORT
(random number seed 3)

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 1. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	10042	59.891	59.891
2 ROUTINE_EXPONENTIAL.F	2048	12.214	72.106
3 ROUTINE_GAMMA.F	1756	10.473	82.579
4 ROUTINE_LOCATE.SECTOR	680	4.056	86.634
5 PROCESS_FORWARD.OBSERVER	421	2.511	89.145
6 ROUTINE_LOCATE.SEARCH.AREA	421	2.511	91.656
7 ROUTINE_ORD.DEF	267	1.592	93.249
8 ROUTINE_ORD.MOVCOR	235	1.402	94.650
9 ROUTINE_FA.BN.MOVEMENT	132	.787	95.437
10 ROUTINE_ORD.MOVDIS	106	.632	96.070
11 EVENT_ACT.DEF	100	.596	96.666
12 ROUTINE_ORD.ATK	90	.537	97.203
13 ROUTINE_FORM.TF.LIST	76	.453	97.656
14 ROUTINE_CHECK.PROX	74	.441	98.097
15 ROUTINE_DEQ.FEBA.SET	74	.441	98.539
16 ROUTINE_ENQ.FEBA.SET	74	.441	98.980
17 EVENT_UPDATE.LOC	71	.423	99.404
18 ROUTINE_RESET.FEBA.SECTOR	29	.173	99.577
19 ROUTINE_CREATE.TEAMS	17	.101	99.678
20 EVENT_ACT.MOVCOR	3	.018	99.696
21 EVENT_START.MOVE	3	.018	99.714
22 ROUTINE_CHECK.FOR.MINES	3	.018	99.732
23 ROUTINE_GET.TERRAIN	3	.018	99.750
24 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.012	99.761
25 ''PROGRAM''_MAIN	1	.006	99.767
26 EVENT_POSITION.REPORT	1	.006	99.773
27 ROUTINE_BTRY.INPUT	1	.006	99.779
28 ROUTINE_CAT.TU.INPUT	1	.006	99.785
29 ROUTINE_DECISION.INPUT	1	.006	99.791
30 ROUTINE_EQ.TE.INPUT	1	.006	99.797
31 ROUTINE_FARRP.INPUT	1	.006	99.803
32 ROUTINE_FBN.FD.INPUT	1	.006	99.809
33 ROUTINE_FEBA.INITIAL	1	.006	99.815
34 ROUTINE_FORPOSITION.OUT	1	.006	99.821
35 ROUTINE_HE.LA.INPUT	1	.006	99.827
36 ROUTINE_ILLUM.INPUT	1	.006	99.833
37 ROUTINE_KV.INPUT	1	.006	99.839
38 ROUTINE_MAIN1	1	.006	99.845
39 ROUTINE_MAIN2	1	.006	99.851
40 ROUTINE_MAIN3	1	.006	99.857
41 ROUTINE_MAO.INPUT	1	.006	99.863
42 ROUTINE_MCFR.INPUT	1	.006	99.869
43 ROUTINE_MFO.INPUT	1	.006	99.875
44 ROUTINE_MINE.INPUT	1	.006	99.881
45 ROUTINE_MPDB.INPUT	1	.006	99.887
46 ROUTINE_MUNS.INPUT	1	.006	99.893
47 ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	.006	99.899
48 ROUTINE_P.E.M.INPUT	1	.006	99.905
49 ROUTINE_PGM.INPUT	1	.006	99.911
50 ROUTINE_PK.INPUT	1	.006	99.917
51 ROUTINE_READ.ORDERS	1	.006	99.922
52 ROUTINE_RUL.EN.INPUT	1	.006	99.928
53 ROUTINE_SENSOR.INPUT	1	.006	99.934

54	ROUTINE_SMOKE.INPUT	1		.006	99.940
55	ROUTINE_ST.INPUT	1		.006	99.946
56	ROUTINE_SUBM.INPUT	1		.006	99.952
57	ROUTINE_SYS.INPUT	1		.006	99.958
58	ROUTINE_TACAIR.INPUT	1		.006	99.964
59	ROUTINE_TB.INPUT	1		.006	99.970
60	ROUTINE_TBF.INPUT	1		.006	99.976
61	ROUTINE_TT.FACTORS.INPUT	1		.006	99.982
62	ROUTINE_TYPE.WEAPON.INPUT	1		.006	99.988
63	ROUTINE_UNIT.INPUT	1		.006	99.994
64	ROUTINE_VIS.INPUT	1		.006	100.000
65	EVENT_ACT.ATK	0	0.		100.000
66	EVENT_ACT.MOVDIS	0	0.		100.000
67	EVENT_ACT.REINF	0	0.		100.000
68	EVENT_AD.ENGAGEMENT	0	0.		100.000
69	EVENT_ARTY.OCCUPATION	0	0.		100.000
70	EVENT_BTL.ENDED	0	0.		100.000
71	EVENT_CFR.ACTIVATION	0	0.		100.000
72	EVENT_CFR.OFF	0	0.		100.000
73	EVENT_CFR.ON	0	0.		100.000
74	EVENT_CFR.OPERATOR	0	0.		100.000
75	EVENT_CHANGE.LITE	0	0.		100.000
76	EVENT_CHANGE.WEATHER	0	0.		100.000
77	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.		100.000
78	EVENT_END.SIMULATION	0	0.		100.000
79	EVENT_ENGAGEMENT	0	0.		100.000
80	EVENT_FEBA.SORTIE	0	0.		100.000
81	EVENT_GET.NX.ORD	0	0.		100.000
82	EVENT_HC.DEPART.BATTLE	0	0.		100.000
83	EVENT_HELO.ENGAGEMENT	0	0.		100.000
84	EVENT_INIT.PREPLAN.CAS	0	0.		100.000
85	EVENT_MOVE	0	0.		100.000
86	EVENT_OFF.LINE.ATTRITION	0	0.		100.000
87	EVENT_PDB.ACTIVATION	0	0.		100.000
88	EVENT_PDB.OPERATOR	0	0.		100.000
89	EVENT_SEND.TEAM	0	0.		100.000
90	EVENT_SET.DEBUG	0	0.		100.000
91	EVENT_START.ARTY.MOVEMENT	0	0.		100.000
92	EVENT_START.BATTLE	0	0.		100.000
93	EVENT_STOP.ARTY.MOVEMENT	0	0.		100.000
94	FUNCTION_AR.PROB.DETECT	0	0.		100.000
95	FUNCTION_BTRY.AVAILABLE	0	0.		100.000
96	FUNCTION_COLLISION	0	0.		100.000
97	FUNCTION_COMBINATIONS	0	0.		100.000
98	FUNCTION_EST.RANGE	0	0.		100.000
99	FUNCTION_EST.TR.RANGE	0	0.		100.000
100	FUNCTION_FEBA.BAND	0	0.		100.000
101	FUNCTION_HE.WLA	0	0.		100.000
102	FUNCTION_ICM.WLA	0	0.		100.000
103	FUNCTION_STAY.TIME	0	0.		100.000
104	PROCESS_AC.ATK.TGT	0	0.		100.000
105	PROCESS_AIR.OBSERVER	0	0.		100.000
106	PROCESS_AIRBORNE.RADAR	0	0.		100.000
107	PROCESS_ARTY.ASSESS	0	0.		100.000
108	PROCESS_ASSESSMENT	0	0.		100.000
109	PROCESS_CAS.MISSION	0	0.		100.000
110	PROCESS_FIRE.MISSION	0	0.		100.000
111	PROCESS_HC.ARRIVE.BATTLE	0	0.		100.000
112	PROCESS_HC.RETURN.FARRP	0	0.		100.000

113	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
114	PROCESS_HELICOPTER.FIRE	0	0.	100.000
115	PROCESS_HOW.REPAIR	0	0.	100.000
116	PROCESS_MINE.ASSESS	0	0.	100.000
117	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
118	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
119	PROCESS_SHOOT.OUT	0	0.	100.000
120	PROCESS_TARGET.REPORT	0	0.	100.000
121	PROCESS_WITH.DRAW	0	0.	100.000
122	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
123	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
124	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
125	ROUTINE_AD.SHOOT	0	0.	100.000
126	ROUTINE_ADJUST	0	0.	100.000
127	ROUTINE_AMMO.RPT	0	0.	100.000
128	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
129	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
130	ROUTINE_AO.DETECTION	0	0.	100.000
131	ROUTINE_AR.DETECTION	0	0.	100.000
132	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
133	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
134	ROUTINE_BLOCK.LOS	0	0.	100.000
135	ROUTINE_BTL.CHECK	0	0.	100.000
136	ROUTINE_BTRY.EFFECTS	0	0.	100.000
137	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
138	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
139	ROUTINE_CAS.EVAL	0	0.	100.000
140	ROUTINE_CFR.DEGRADE	0	0.	100.000
141	ROUTINE_CFR.DETECTION	0	0.	100.000
142	ROUTINE_CHANGE.LOC	0	0.	100.000
143	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
144	ROUTINE_CHECK.DEAD	0	0.	100.000
145	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
146	ROUTINE_CHECK.FORCE	0	0.	100.000
147	ROUTINE_CHECK.LIST	0	0.	100.000
148	ROUTINE_CHECK.STREN	0	0.	100.000
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150	ROUTINE_CHK.FD.TR	0	0.	100.000
151	ROUTINE_COMBINE.TRS	0	0.	100.000
152	ROUTINE_COMPARE.TRS	0	0.	100.000
153	ROUTINE_COMPUTE.D	0	0.	100.000
154	ROUTINE_COMPUTE.WD	0	0.	100.000
155	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
156	ROUTINE_COPY	0	0.	100.000
157	ROUTINE_CREATE.FORCE	0	0.	100.000
158	ROUTINE_DEAD.UNIT	0	0.	100.000
159	ROUTINE_DECIDE	0	0.	100.000
160	ROUTINE_DESTROY.ORD	0	0.	100.000
161	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
162	ROUTINE_DUST.EFFECTS	0	0.	100.000
163	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
164	ROUTINE_EMPTY	0	0.	100.000
165	ROUTINE_END.CAS.MISSION	0	0.	100.000
166	ROUTINE_END.MOVE	0	0.	100.000
167	ROUTINE_ERROR.STOP	0	0.	100.000
168	ROUTINE_EST.COVERAGE	0	0.	100.000
169	ROUTINE_EST.MIL.WORTH	0	0.	100.000
170	ROUTINE_FA.BN.ASGN	0	0.	100.000
171	ROUTINE_FARRP.CHECK	0	0.	100.000

172	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
173	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
174	ROUTINE_FDC.TR.DEQ	0	0.	100.000
175	ROUTINE_FDC.TR.ENQ	0	0.	100.000
176	ROUTINE_FILE.FD.SCHD	0	0.	100.000
177	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
178	ROUTINE_FIN.BATTLE	0	0.	100.000
179	ROUTINE_FINAL.COVERAGE	0	0.	100.000
180	ROUTINE_FIND.START.TIME	0	0.	100.000
181	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
182	ROUTINE_FLIGHT.PATH	0	0.	100.000
183	ROUTINE_FO.DETECTION	0	0.	100.000
184	ROUTINE_FRAC.COMPUTE	0	0.	100.000
185	ROUTINE_GENERAL.BATTLE	0	0.	100.000
186	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
187	ROUTINE_HC.DISENGAGE	0	0.	100.000
188	ROUTINE_HC.EMPTY	0	0.	100.000
189	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
190	ROUTINE_HEADING	0	0.	100.000
191	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
192	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
193	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
194	ROUTINE_INIT.REINF	0	0.	100.000
195	ROUTINE_INITIAL.DETECT	0	0.	100.000
196	ROUTINE_INITIAL.MOVE	0	0.	100.000
197	ROUTINE_INTER.BATTLE	0	0.	100.000
198	ROUTINE_INTER.HELO	0	0.	100.000
199	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
200	ROUTINE_KV.PRINT	0	0.	100.000
201	ROUTINE_KV.SCOREBOARD	0	0.	100.000
202	ROUTINE_LINE.CIRCLE	0	0.	100.000
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204	ROUTINE_LOS.CHECK	0	0.	100.000
205	ROUTINE_MADS.INPUT	0	0.	100.000
206	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
207	ROUTINE_MIN.MOVE	0	0.	100.000
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210	ROUTINE_MRT.TO.FREQ	0	0.	100.000
211	ROUTINE_NEW.SEGMENT	0	0.	100.000
212	ROUTINE_NOISE.DEGRADE	0	0.	100.000
213	ROUTINE_NORMAL.F	0	0.	100.000
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215	ROUTINE_ORIENTATION	0	0.	100.000
216	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
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220	ROUTINE_PIR.DETECTION	0	0.	100.000
221	ROUTINE_PK.COMPUTE	0	0.	100.000
222	ROUTINE_PLAT.COUNT	0	0.	100.000
223	ROUTINE_POSITION	0	0.	100.000
224	ROUTINE_PRED.POS	0	0.	100.000
225	ROUTINE_PREP.WITHDRAW	0	0.	100.000
226	ROUTINE_PREPARE.LIST	0	0.	100.000
227	ROUTINE_PROB.INF	0	0.	100.000
228	ROUTINE_PROB.TIME	0	0.	100.000
229	ROUTINE_PROX.CHECK	0	0.	100.000
230	ROUTINE_PROX.POS	0	0.	100.000

231	ROUTINE_PROXIMITY.REQ	0	0.	100.000
232	ROUTINE_RANGE.COMPUTE	0	0.	100.000
233	ROUTINE_REIN.ARRIVE	0	0.	100.000
234	ROUTINE_REM[illegible]TS.COMPUTATION	0	0.	100.000
235	ROUTINE_REPLACE.HC	0	0.	100.000
236	ROUTINE_REQUEST.DEF_FASCAM	0	0.	100.000
237	ROUTINE_REQUEST.FASCAM	0	0.	100.000
238	ROUTINE_REQUEST.ILLUM	0	0.	100.000
239	ROUTINE_REQUEST.SMOKE	0	0.	100.000
240	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
241	ROUTINE_RPV.DETECTION	0	0.	100.000
242	ROUTINE_SEARCH	0	0.	100.000
243	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
244	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
245	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
246	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
247	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
248	ROUTINE_SNAP.R	0	0.	100.000
249	ROUTINE_SNAP2	0	0.	100.000
250	ROUTINE_SWITCH.FO	0	0.	100.000
251	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
252	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.REQ	0	0.	100.000
256	ROUTINE_TIME.TO.DETECT	0	0.	100.000
257	ROUTINE_TR.INPUT	0	0.	100.000
258	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
259	ROUTINE_UNIT.ENVIR	0	0.	100.000
260	ROUTINE_UNIT.PRIORITY	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 16767

CPU USAGE FOR SIMULATED HOUR 1. = 227.38 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 2.

	TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	FUNCTION_ACT.RANGE	11892	90.799	90.799
2	ROUTINE_LOCATE.SECTOR	438	3.344	94.144
3	ROUTINE_FA.BN.MOVEMENT	161	1.229	95.373
4	ROUTINE_CHECK.PROX	93	.710	96.083
5	ROUTINE_DEQ.FEBA.SET	93	.710	96.793
6	ROUTINE_ENQ.FEBA.SET	93	.710	97.503
7	EVENT_UPDATE.LOC	92	.702	98.206
8	ROUTINE_CHECK.FOR.MINES	49	.374	98.580
9	ROUTINE_GET.TERRAIN	49	.374	98.954
10	EVENT_START.ARTY.MOVEMENT	48	.366	99.320
11	EVENT_STOP.ARTY.MOVEMENT	38	.290	99.611
12	EVENT_ARTY.OCCUPATION	33	.252	99.863
13	EVENT_ACT.DEF	3	.023	99.885
14	EVENT_GET.NX.ORD	3	.023	99.908
15	ROUTINE_CHECK.STREN	3	.023	99.931
16	ROUTINE_PROX.POS	3	.023	99.954
17	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.015	99.969
18	EVENT_ACT.MOVCOR	1	.008	99.977
19	EVENT_CHANGE.WEATHER	1	.008	99.985
20	EVENT_START.MOVE	1	.008	99.992
21	ROUTINE_DQ.CMSN.QUEUE	1	.008	100.
22	''PROGRAM''_MAIN	0	0.	100.
23	EVENT_ACT.ATK	0	0.	100.
24	EVENT_ACT.MOVDIS	0	0.	100.
25	EVENT_ACT.REINF	0	0.	100.
26	EVENT_AD.ENGAGEMENT	0	0.	100.
27	EVENT_BTL.ENDED	0	0.	100.
28	EVENT_CFR.ACTIVATION	0	0.	100.
29	EVENT_CFR.OFF	0	0.	100.
30	EVENT_CFR.ON	0	0.	100.
31	EVENT_CFR.OPERATOR	0	0.	100.
32	EVENT_CHANGE.LITE	0	0.	100.
33	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.
34	EVENT_END.SIMULATION	0	0.	100.
35	EVENT_ENGAGEMENT	0	0.	100.
36	EVENT_FEBA.SORTIE	0	0.	100.
37	EVENT_HC.DEPART.BATTLE	0	0.	100.
38	EVENT_HELO.ENGAGEMENT	0	0.	100.
39	EVENT_INIT.PREPLAN.CAS	0	0.	100.
40	EVENT_MOVE	0	0.	100.
41	EVENT_OFF.LINE.ATTRITION	0	0.	100.
42	EVENT_PDB.ACTIVATION	0	0.	100.
43	EVENT_PDB.OPERATOR	0	0.	100.
44	EVENT_POSITION.REPORT	0	0.	100.
45	EVENT_SEND.TEAM	0	0.	100.
46	EVENT_SET.DEBUG	0	0.	100.
47	EVENT_START.BATTLE	0	0.	100.
48	FUNCTION_AR.PROB.DETECT	0	0.	100.
49	FUNCTION_BTRY.AVAILABLE	0	0.	100.
50	FUNCTION_COLLISION	0	0.	100.
51	FUNCTION_COMBINATIONS	0	0.	100.
52	FUNCTION_EST.RANGE	0	0.	100.
53	FUNCTION_EST.TR.RANGE	0	0.	100.

54	FUNCTION_FEBA BAND	0	0.	100.
55	FUNCTION_HE.WLA	0	0.	100.
56	FUNCTION_ICM WLA	0	0.	100.
57	FUNCTION_STAY.TIME	0	0.	100.
58	PROCESS_AC.ATK.TGT	0	0.	100.
59	PROCESS_AIR.OBSERVER	0	0.	100.
60	PROCESS_AIRBORNE.RADAR	0	0.	100.
61	PROCESS_ARTY.ASSESS	0	0.	100.
62	PROCESS_ASSESSMENT	0	0.	100.
63	PROCESS_CAS.MISSION	0	0.	100.
64	PROCESS_FIRE.MISSION	0	0.	100.
65	PROCESS_FORWARD.OBSERVER	0	0.	100.
66	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.
67	PROCESS_HC.RETURN.FARRP	0	0.	100.
68	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.
69	PROCESS_HELICOPTER.FIRE	0	0.	100.
70	PROCESS_HOW.REPAIR	0	0.	100.
71	PROCESS_MINE.ASSESS	0	0.	100.
72	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.
73	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.
74	PROCESS_SHOOT.OUT	0	0.	100.
75	PROCESS_TARGET.REPORT	0	0.	100.
76	PROCESS_WITH.DRAW	0	0.	100.
77	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.
78	ROUTINE_AC.DF.EFFECTS	0	0.	100.
79	ROUTINE_AC.MUNS.INPUT	0	0.	100.
80	ROUTINE_AD.SHOOT	0	0.	100.
81	ROUTINE_ADJUST	0	0.	100.
82	ROUTINE_AMMO.RPT	0	0.	100.
83	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.
84	ROUTINE_ANGLE.COMPUTE	0	0.	100.
85	ROUTINE_AO.DETECTION	0	0.	100.
86	ROUTINE_AR.DETECTION	0	0.	100.
87	ROUTINE_ATTRIT.SENSOR	0	0.	100.
88	ROUTINE_BETWEEN.ROUTINE	0	0.	100.
89	ROUTINE_BLOCK.LOS	0	0.	100.
90	ROUTINE_BTL.CHECK	0	0.	100.
91	ROUTINE_BTRY.EFFECTS	0	0.	100.
92	ROUTINE_BTRY.FM.DEQ	0	0.	100.
93	ROUTINE_BTRY.FM.ENQ	0	0.	100.
94	ROUTINE_BTRY.INPUT	0	0.	100.
95	ROUTINE_CAS.EVAL	0	0.	100.
96	ROUTINE_CAT.TU.INPUT	0	0.	100.
97	ROUTINE_CFR.DEGRADE	0	0.	100.
98	ROUTINE_CFR.DETECTION	0	0.	100.
99	ROUTINE_CHANGE.LOC	0	0.	100.
100	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.
101	ROUTINE_CHECK.DEAD	0	0.	100.
102	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.
103	ROUTINE_CHECK.FORCE	0	0.	100.
104	ROUTINE_CHECK.LIST	0	0.	100.
105	ROUTINE_CHK.COMP.TR	0	0.	100.
106	ROUTINE_CHK.FD.TR	0	0.	100.
107	ROUTINE_COMBINE.TRS	0	0.	100.
108	ROUTINE_COMPARE.TRS	0	0.	100.
109	ROUTINE_COMPUTE.D	0	0.	100.
110	ROUTINE_COMPUTE.WD	0	0.	100.
111	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.
112	ROUTINE_COPY	0	0.	100.

113	ROUTINE_CREATE.FORCE	0	0.	100.
114	ROUTINE_CREATE.TEAMS	0	0.	100.
115	ROUTINE_DEAD.UNIT	0	0.	100.
116	ROUTINE_DECIDE	0	0.	100.
117	ROUTINE_DECISION.INPUT	0	0.	100.
118	ROUTINE_DESTROY.ORD	0	0.	100.
119	ROUTINE_DUST.EFFECTS	0	0.	100.
120	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.
121	ROUTINE_EMPTY	0	0.	100.
122	ROUTINE_END.CAS.MISSION	0	0.	100.
123	ROUTINE_END.MOVE	0	0.	100.
124	ROUTINE_EQ.TE.INPUT	0	0.	100.
125	ROUTINE_ERROR.STOP	0	0.	100.
126	ROUTINE_EST.COVERAGE	0	0.	100.
127	ROUTINE_EST.MIL.WORTH	0	0.	100.
128	ROUTINE_EXPONENTIAL.F	0	0.	100.
129	ROUTINE_FA.BN.ASGN	0	0.	100.
130	ROUTINE_FARRP.CHECK	0	0.	100.
131	ROUTINE_FARRP.INPUT	0	0.	100.
132	ROUTINE_FASCAM.COMPUTATION	0	0.	100.
133	ROUTINE_FBN.FD.INPUT	0	0.	100.
134	ROUTINE_FD.EFFECTS.REQ	0	0.	100.
135	ROUTINE_FDC.TR.DEQ	0	0.	100.
136	ROUTINE_FDC.TR.ENQ	0	0.	100.
137	ROUTINE_FEBA.INITIAL	0	0.	100.
138	ROUTINE_FILE.FD.SCHD	0	0.	100.
139	ROUTINE_FILE.KAD.SENSOR	0	0.	100.
140	ROUTINE_FIN.BATTLE	0	0.	100.
141	ROUTINE_FINAL.COVERAGE	0	0.	100.
142	ROUTINE_FIND.START.TIME	0	0.	100.
143	ROUTINE_FINISH.COMPUTATION	0	0.	100.
144	ROUTINE_FLIGHT.PATH	0	0.	100.
145	ROUTINE_FO.DETECTION	0	0.	100.
146	ROUTINE_FORM.TF.LIST	0	0.	100.
147	ROUTINE_FORPOSITION.OUT	0	0.	100.
148	ROUTINE_FRAC.COMPUTE	0	0.	100.
149	ROUTINE_GAMMA.F	0	0.	100.
150	ROUTINE_GENERAL.BATTLE	0	0.	100.
151	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.
152	ROUTINE_HC.DISENGAGE	0	0.	100.
153	ROUTINE_HC.EMPTY	0	0.	100.
154	ROUTINE_HE.LA.INPUT	0	0.	100.
155	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.
156	ROUTINE_HEADING	0	0.	100.
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.
160	ROUTINE_ILLUM.INPUT	0	0.	100.
161	ROUTINE_INIT.REINF	0	0.	100.
162	ROUTINE_INITIAL.DETECT	0	0.	100.
163	ROUTINE_INITIAL.MOVE	0	0.	100.
164	ROUTINE_INTER.BATTLE	0	0.	100.
165	ROUTINE_INTER.HELO	0	0.	100.
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.
167	ROUTINE_KV.INPUT	0	0.	100.
168	ROUTINE_KV.PRINT	0	0.	100.
169	ROUTINE_KV.SCOREBOARD	0	0.	100.
170	ROUTINE_LINE.CIRCLE	0	0.	100.
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.
173	ROUTINE_LOS.CHECK	0	0.	100.
174	ROUTINE_MADS.INPUT	0	0	100.
175	ROUTINE_MAIN1	0	0.	100.
176	ROUTINE_MAIN2	0	0.	100.
177	ROUTINE_MAIN3	0	0.	100
178	ROUTINE_MAO.INPUT	0	0.	100.
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.
180	ROUTINE_MCFR.INPUT	0	0.	100.
181	ROUTINE_MFO.INPUT	0	0.	100.
182	ROUTINE_MIN.MOVE	0	0.	100.
183	ROUTINE_MINE.DELAY	0	0.	100.
184	ROUTINE_MINE.EFFECTS	0	0.	100.
185	ROUTINE_MINE.INPUT	0	0.	100.
186	ROUTINE_MPDB.INPUT	0	0.	100.
187	ROUTINE_MRT.TO.FREQ	0	0.	100.
188	ROUTINE_MUNS.INPUT	0	0.	100.
189	ROUTINE_NEW.SEGMENT	0	0.	100.
190	ROUTINE_NOISE.DEGRADE	0	0.	100.
191	ROUTINE_NORMAL.F	0	0.	100.
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.
193	ROUTINE_ORD.ATK	0	0.	100.
194	ROUTINE_ORD.DEF	0	0.	100.
195	ROUTINE_ORD.MOVCOR	0	0.	100.
196	ROUTINE_ORD.MOVDIS	0	0.	100.
197	ROUTINE_ORD.REINF	0	0.	100.
198	ROUTINE_ORIENTATION	0	0.	100.
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
201	ROUTINE_P.E.M.INPUT	0	0.	100.
202	ROUTINE_PDB.DETECTION	0	0.	100.
203	ROUTINE_PGM.INPUT	0	0.	100.
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.
205	ROUTINE_PIR.DETECTION	0	0.	100.
206	ROUTINE_PK.COMPUTE	0	0.	100.
207	ROUTINE_PK.INPUT	0	0.	100.
208	ROUTINE_PLAT.COUNT	0	0.	100.
209	ROUTINE_POSITION	0	0.	100.
210	ROUTINE_PRED.POS	0	0.	100.
211	ROUTINE_PREP.WITHDRAW	0	0.	100.
212	ROUTINE_PREPARE.LIST	0	0.	100.
213	ROUTINE_PROB.INF	0	0.	100.
214	ROUTINE_PROB.TIME	0	0.	100.
215	ROUTINE_PROX.CHECK	0	0.	100.
216	ROUTINE_PROXIMITY.REQ	0	0.	100.
217	ROUTINE_RANGE.COMPUTE	0	0.	100.
218	ROUTINE_READ.ORDERS	0	0.	100.
219	ROUTINE_REIN.ARRIVE	0	0.	100.
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.
221	ROUTINE_REPLACE.HC	0	0.	100.
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.
223	ROUTINE_REQUEST.FASCAM	0	0.	100.
224	ROUTINE_REQUEST.ILLUM	0	0.	100.
225	ROUTINE_REQUEST.SMOKE	0	0.	100.
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.
228	ROUTINE_RPV.DETECTION	0	0.	100.
229	ROUTINE_RUL.EN.INPUT	0	0.	100.
230	ROUTINE_SEARCH	0	0.	100.

231	ROUTINE_SEARCH.COVERAGE	0	0.	100.
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.
233	ROUTINE_SENSOR.INPUT	0	0.	100.
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.
237	ROUTINE_SMOKE.INPUT	0	0.	100.
238	ROUTINE_SNAP.R	0	0.	100.
239	ROUTINE_SNAP2	0	0.	100.
240	ROUTINE_ST.INPUT	0	0.	100.
241	ROUTINE_SUBM.INPUT	0	0.	100.
242	ROUTINE_SWITCH.FO	0	0.	100.
243	ROUTINE_SYS.INPUT	0	0.	100.
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.
245	ROUTINE_TACAIR.INPUT	0	0.	100.
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.
247	ROUTINE_TB.INPUT	0	0.	100.
248	ROUTINE_TBF.INPUT	0	0.	100.
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.
250	ROUTINE_TERM.CHECK	0	0.	100.
251	ROUTINE_TIME.REQ	0	0.	100.
252	ROUTINE_TIME.TO.DETECT	0	0.	100.
253	ROUTINE_TR.INPUT	0	0.	100.
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.
257	ROUTINE_UNIT.ENVIR	0	0.	100.
258	ROUTINE_UNIT.INPUT	0	0.	100.
259	ROUTINE_UNIT.PRIORITY	0	0.	100.
260	ROUTINE_VIS.INPUT	0	0.	100.
261	ROUTINE_VOLLEY	0	0.	100.
262	ROUTINE_WEIBULL.F	0	0.	100.
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.
264	ROUTINE_WHAT.NEXT	0	0.	100.

TOTAL INVOCATIONS = 13097

CPU USAGE FOR SIMULATED HOUR 2. = 7.94 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 3.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	1204	62.094	62.094
2 ROUTINE_LOCATE.SECTOR	375	19.340	81.434
3 ROUTINE_FA.BN.MOVEMENT	144	7.427	88.860
4 ROUTINE_DEQ.FEBA.SET	41	2.114	90.975
5 ROUTINE_ENQ.FEBA.SET	41	2.114	93.089
6 ROUTINE_CHECK.PROX	40	2.063	95.152
7 EVENT_UPDATE.LOC	37	1.908	97.060
8 EVENT_ARTY.OCCUPATION	16	.825	97.886
9 EVENT_STOP.ARTY.MOVEMENT	11	.567	98.453
10 ROUTINE_CHECK.FOR.MINES	6	.309	98.762
11 ROUTINE_GET.TERRAIN	6	.309	99.072
12 EVENT_ACT.MOVCOR	3	.155	99.226
13 EVENT_START.ARTY.MOVEMENT	3	.155	99.381
14 EVENT_START.MOVE	3	.155	99.536
15 EVENT_GET.NX.ORD	2	.103	99.639
16 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.103	99.742
17 EVENT_ACT.DEF	1	.052	99.794
18 ROUTINE_CHECK.STREN	1	.052	99.845
19 ROUTINE_END.MOVE	1	.052	99.897
20 ROUTINE_HEADING	1	.052	99.948
21 ROUTINE_PROX.POS	1	.052	100.000
22 ''PROGRAM''_MAIN	0	0.	100.000
23 EVENT_ACT.ATK	0	0.	100.000
24 EVENT_ACT.MOVDIS	0	0.	100.000
25 EVENT_ACT.REINF	0	0.	100.000
26 EVENT_AD.ENGAGEMENT	0	0.	100.000
27 EVENT_BTL.ENDED	0	0.	100.000
28 EVENT_CFR.ACTIVATION	0	0.	100.000
29 EVENT_CFR.OFF	0	0.	100.000
30 EVENT_CFR.ON	0	0.	100.000
31 EVENT_CFR.OPERATOR	0	0.	100.000
32 EVENT_CHANGE.LITE	0	0.	100.000
33 EVENT_CHANGE.WEATHER	0	0.	100.000
34 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
35 EVENT_END.SIMULATION	0	0.	100.000
36 EVENT_ENGAGEMENT	0	0.	100.000
37 EVENT_FEBA.SORTIE	0	0.	100.000
38 EVENT_HC.DEPART.BATTLE	0	0.	100.000
39 EVENT_HELO.ENGAGEMENT	0	0.	100.000
40 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
41 EVENT_MOVE	0	0.	100.000
42 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
43 EVENT_PDB.ACTIVATION	0	0.	100.000
44 EVENT_PDB.OPERATOR	0	0.	100.000
45 EVENT_POSITION.REPORT	0	0.	100.000
46 EVENT_SEND.TEAM	0	0.	100.000
47 EVENT_SET.DEBUG	0	0.	100.000
48 EVENT_START.BATTLE	0	0.	100.000
49 FUNCTION_AR.PROB.DETECT	0	0.	100.000
50 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
51 FUNCTION_COLLISION	0	0.	100.000
52 FUNCTION_COMBINATIONS	0	0.	100.000
53 FUNCTION_EST.RANGE	0	0.	100.000

54	FUNCTION_EST.TR.RANGE	0	0.	100.000
55	FUNCTION_FEBA.BAND	0	0.	100.000
56	FUNCTION_HE.WLA	0	0.	100.000
57	FUNCTION_ICM.WLA	0	0.	100.000
58	FUNCTION_STAY.TIME	0	0.	100.000
59	PROCESS_AC.ATK.TGT	0	0.	100.000
60	PROCESS_AIR.OBSERVER	0	0.	100.000
61	PROCESS_AIRBORNE.RADAR	0	0.	100.000
62	PROCESS_ARTY.ASSESS	0	0.	100.000
63	PROCESS_ASSESSMENT	0	0.	100.000
64	PROCESS_CAS.MISSION	0	0.	100.000
65	PROCESS_FIRE.MISSION	0	0.	100.000
66	PROCESS_FORWARD.OBSERVER	0	0.	100.000
67	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
68	PROCESS_HC.RETURN.FARRP	0	0.	100.000
69	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
70	PROCESS_HELICOPTER.FIRE	0	0.	100.000
71	PROCESS_HOW.REPAIR	0	0.	100.000
72	PROCESS_MINE.ASSESS	0	0.	100.000
73	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
74	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
75	PROCESS_SHOOT.OUT	0	0.	100.000
76	PROCESS_TARGET.REPORT	0	0.	100.000
77	PROCESS_WITH.DRAW	0	0.	100.000
78	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
79	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
80	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
81	ROUTINE_AD.SHOOT	0	0.	100.000
82	ROUTINE_ADJUST	0	0.	100.000
83	ROUTINE_AMMO.RPT	0	0.	100.000
84	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
85	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
86	ROUTINE_AO.DETECTION	0	0.	100.000
87	ROUTINE_AR.DETECTION	0	0.	100.000
88	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
89	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
90	ROUTINE_BLOCK.LOS	0	0.	100.000
91	ROUTINE_BTL.CHECK	0	0.	100.000
92	ROUTINE_BTRY.EFFECTS	0	0.	100.000
93	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
94	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
95	ROUTINE_BTRY.INPUT	0	0.	100.000
96	ROUTINE_CAS.EVAL	0	0.	100.000
97	ROUTINE_CAT.TU.INPUT	0	0.	100.000
98	ROUTINE_CFR.DEGRADE	0	0.	100.000
99	ROUTINE_CFR.DETECTION	0	0.	100.000
100	ROUTINE_CHANGE.LOC	0	0.	100.000
101	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
102	ROUTINE_CHECK.DEAD	0	0.	100.000
103	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
104	ROUTINE_CHECK.FORCE	0	0.	100.000
105	ROUTINE_CHECK.LIST	0	0.	100.000
106	ROUTINE_CHK.COMP.TR	0	0.	100.000
107	ROUTINE_CHK.FD.TR	0	0.	100.000
108	ROUTINE_COMBINE.TRS	0	0.	100.000
109	ROUTINE_COMPARE.TRS	0	0.	100.000
110	ROUTINE_COMPUTE.D	0	0.	100.000
111	ROUTINE_COMPUTE.WD	0	0.	100.000
112	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000

113	ROUTINE_COPY	0	0.	100.000
114	ROUTINE_CREATE.FORCE	0	0.	100.000
115	ROUTINE_CREATE.TEAMS	0	0.	100.000
116	ROUTINE_DEAD.UNIT	0	0.	100.000
117	ROUTINE_DECIDE	0	0.	100.000
118	ROUTINE_DECISION.INPUT	0	0.	100.000
119	ROUTINE_DESTROY.ORD	0	0.	100.000
120	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
121	ROUTINE_DUST.EFFECTS	0	0.	100.000
122	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
123	ROUTINE_EMPTY	0	0.	100.000
124	ROUTINE_END.CAS.MISSION	0	0.	100.000
125	ROUTINE_EQ.TE.INPUT	0	0.	100.000
126	ROUTINE_ERROR.STOP	0	0.	100.000
127	ROUTINE_EST.COVERAGE	0	0.	100.000
128	ROUTINE_EST.MIL.WORTH	0	0.	100.000
129	ROUTINE_EXPONENTIAL.F	0	0.	100.000
130	ROUTINE_FA.BN.ASGN	0	0.	100.000
131	ROUTINE_FARRP.CHECK	0	0.	100.000
132	ROUTINE_FARRP.INPUT	0	0.	100.000
133	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
134	ROUTINE_FBN.FD.INPUT	0	0.	100.000
135	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
136	ROUTINE_FDC.TR.DEQ	0	0.	100.000
137	ROUTINE_FDC.TR.ENQ	0	0.	100.000
138	ROUTINE_FEBA.INITIAL	0	0.	100.000
139	ROUTINE_FILE.FD.SCHD	0	0.	100.000
140	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
141	ROUTINE_FIN.BATTLE	0	0.	100.000
142	ROUTINE_FINAL.COVERAGE	0	0.	100.000
143	ROUTINE_FIND.START.TIME	0	0.	100.000
144	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
145	ROUTINE_FLIGHT.PATH	0	0.	100.000
146	ROUTINE_FO.DETECTION	0	0.	100.000
147	ROUTINE_FORM.TF.LIST	0	0.	100.000
148	ROUTINE_FORPOSITION.OUT	0	0.	100.000
149	ROUTINE_FRAC.COMPUTE	0	0.	100.000
150	ROUTINE_GAMMA.F	0	0.	100.000
151	ROUTINE_GENERAL.BATTLE	0	0.	100.000
152	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
153	ROUTINE_HC.DISENGAGE	0	0.	100.000
154	ROUTINE_HC.EMPTY	0	0.	100.000
155	ROUTINE_HE.LA.INPUT	0	0.	100.000
156	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
160	ROUTINE_ILLUM.INPUT	0	0.	100.000
161	ROUTINE_INIT.REINF	0	0.	100.000
162	ROUTINE_INITIAL.DETECT	0	0.	100.000
163	ROUTINE_INITIAL.MOVE	0	0.	100.000
164	ROUTINE_INTER.BATTLE	0	0.	100.000
165	ROUTINE_INTER.HELO	0	0.	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
167	ROUTINE_KV.INPUT	0	0.	100.000
168	ROUTINE_KV.PRINT	0	0.	100.000
169	ROUTINE_KV.SCOREBOARD	0	0.	100.000
170	ROUTINE_LINE.CIRCLE	0	0.	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
173	ROUTINE_LOS.CHECK	0	0.	100.000
174	ROUTINE_MADS.INPUT	0	0.	100.000
175	ROUTINE_MAIN1	0	0.	100.000
176	ROUTINE_MAIN2	0	0.	100.000
177	ROUTINE_MAIN3	0	0.	100.000
178	ROUTINE_MAO.INPUT	0	0.	100.000
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
180	ROUTINE_MCFR.INPUT	0	0.	100.000
181	ROUTINE_MFO.INPUT	0	0.	100.000
182	ROUTINE_MIN.MOVE	0	0.	100.000
183	ROUTINE_MINE.DELAY	0	0.	100.000
184	ROUTINE_MINE.EFFECTS	0	0.	100.000
185	ROUTINE_MINE.INPUT	0	0.	100.000
186	ROUTINE_MPDB.INPUT	0	0.	100.000
187	ROUTINE_MRT.TO.FREQ	0	0.	100.000
188	ROUTINE_MUNS.INPUT	0	0.	100.000
189	ROUTINE_NEW.SEGMENT	0	0.	100.000
190	ROUTINE_NOISE.DEGRADE	0	0.	100.000
191	ROUTINE_NORMAL.F	0	0.	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
193	ROUTINE_ORD.ATK	0	0.	100.000
194	ROUTINE_ORD.DEF	0	0.	100.000
195	ROUTINE_ORD.MOVCOR	0	0.	100.000
196	ROUTINE_ORD.MOVDIS	0	0.	100.000
197	ROUTINE_ORD.REINF	0	0.	100.000
198	ROUTINE_ORIENTATION	0	0.	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
201	ROUTINE_P.E.M.INPUT	0	0.	100.000
202	ROUTINE_PDB.DETECTION	0	0.	100.000
203	ROUTINE_PGM.INPUT	0	0.	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
205	ROUTINE_PIR.DETECTION	0	0.	100.000
206	ROUTINE_PK.COMPUTE	0	0.	100.000
207	ROUTINE_PK.INPUT	0	0.	100.000
208	ROUTINE_PLAT.COUNT	0	0.	100.000
209	ROUTINE_POSITION	0	0.	100.000
210	ROUTINE_PRED.POS	0	0.	100.000
211	ROUTINE_PREP.WITHDRAW	0	0.	100.000
212	ROUTINE_PREPARE.LIST	0	0.	100.000
213	ROUTINE_PROB.INF	0	0.	100.000
214	ROUTINE_PROB.TIME	0	0.	100.000
215	ROUTINE_PROX.CHECK	0	0.	100.000
216	ROUTINE_PROXIMITY.REQ	0	0.	100.000
217	ROUTINE_RANGE.COMPUTE	0	0.	100.000
218	ROUTINE_READ.ORDERS	0	0.	100.000
219	ROUTINE_REIN.ARRIVE	0	0.	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
221	ROUTINE_REPLACE.HC	0	0.	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
223	ROUTINE_REQUEST.FASCAM	0	0.	100.000
224	ROUTINE_REQUEST.ILLUM	0	0.	100.000
225	ROUTINE_REQUEST.SMOKE	0	0.	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
228	ROUTINE_RPV.DETECTION	0	0.	100.000
229	ROUTINE_RUL.EN.INPUT	0	0.	100.000
230	ROUTINE_SEARCH	0	0.	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
233	ROUTINE_SENSOR.INPUT	0	0.	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
237	ROUTINE_SMOKE.INPUT	0	0.	100.000
238	ROUTINE_SNAP.R	0	0.	100.000
239	ROUTINE_SNAP2	0	0.	100.000
240	ROUTINE_ST.INPUT	0	0.	100.000
241	ROUTINE_SUBM.INPUT	0	0.	100.000
242	ROUTINE_SWITCH.FO	0	0.	100.000
243	ROUTINE_SYS.INPUT	0	0.	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
245	ROUTINE_TACAIR.INPUT	0	0.	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
247	ROUTINE_TB.INPUT	0	0.	100.000
248	ROUTINE_TBF.INPUT	0	0.	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
250	ROUTINE_TERM.CHECK	0	0.	100.000
251	ROUTINE_TIME.REQ	0	0.	100.000
252	ROUTINE_TIME.TO.DETECT	0	0.	100.000
253	ROUTINE_TR.INPUT	0	0.	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
257	ROUTINE_UNIT.ENVIR	0	0.	100.000
258	ROUTINE_UNIT.INPUT	0	0.	100.000
259	ROUTINE_UNIT.PRIORITY	0	0.	100.000
260	ROUTINE_VIS.INPUT	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 1939

CPU USAGE FOR SIMULATED HOUR 3. = 2.06 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 4.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	13022	92.015	92.015
2 ROUTINE_LOCATE.SECTOR	519	3.667	95.683
3 ROUTINE_FA.BN.MOVEMENT	134	.947	96.629
4 ROUTINE_DEQ.FEBA.SET	109	.770	97.400
5 ROUTINE_ENQ.FEBA.SET	109	.770	98.170
6 ROUTINE_CHECK.PROX	107	.756	98.926
7 EVENT_UPDATE.LOC	99	.700	99.625
8 EVENT_ACT.MOVCOR	8	.057	99.682
9 EVENT_START.MOVE	8	.057	99.739
10 ROUTINE_CHECK.FOR.MINES	8	.057	99.795
11 ROUTINE_GET.TERRAIN	8	.057	99.852
12 EVENT_GET.NX.ORD	4	.028	99.880
13 EVENT_ACT.DEF	2	.014	99.894
14 EVENT_ARTY.OCCUPATION	2	.014	99.908
15 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.014	99.922
16 EVENT_STOP.ARTY.MOVEMENT	2	.014	99.936
17 ROUTINE_CHECK.STREN	2	.014	99.951
18 ROUTINE_END.MOVE	2	.014	99.965
19 ROUTINE_PROX.POS	2	.014	99.979
20 EVENT_CHANGE.WEATHER	1	.007	99.986
21 ROUTINE_DQ.CMSN.QUEUE	1	.007	99.993
22 ROUTINE_HEADING	1	.007	100.000
23 ''PROGRAM''_MAIN	0	0.	100.000
24 EVENT_ACT.ATK	0	0.	100.000
25 EVENT_ACT.MOVDIS	0	0.	100.000
26 EVENT_ACT.REINF	0	0.	100.000
27 EVENT_AD.ENGAGEMENT	0	0.	100.000
28 EVENT_BTL.ENDED	0	0.	100.000
29 EVENT_CFR.ACTIVATION	0	0.	100.000
30 EVENT_CFR.OFF	0	0.	100.000
31 EVENT_CFR.ON	0	0.	100.000
32 EVENT_CFR.OPERATOR	0	0.	100.000
33 EVENT_CHANGE.LITE	0	0.	100.000
34 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
35 EVENT_END.SIMULATION	0	0.	100.000
36 EVENT_ENGAGEMENT	0	0.	100.000
37 EVENT_FEBA.SORTIE	0	0.	100.000
38 EVENT_HC.DEPART.BATTLE	0	0.	100.000
39 EVENT_HELO.ENGAGEMENT	0	0.	100.000
40 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
41 EVENT_MOVE	0	0.	100.000
42 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
43 EVENT_PDB.ACTIVATION	0	0.	100.000
44 EVENT_PDB.OPERATOR	0	0.	100.000
45 EVENT_POSITION.REPORT	0	0.	100.000
46 EVENT_SEND.TEAM	0	0.	100.000
47 EVENT_SET.DEBUG	0	0.	100.000
48 EVENT_START.ARTY.MOVEMENT	0	0.	100.000
49 EVENT_START.BATTLE	0	0.	100.000
50 FUNCTION_AR.PROB.DETECT	0	0.	100.000
51 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
52 FUNCTION_COLLISION	0	0.	100.000
53 FUNCTION_COMBINATIONS	0	0.	100.000

54	FUNCTION_EST.RANGE	0	0.	100.000
55	FUNCTION_EST.TR.RANGE	0	0.	100.000
56	FUNCTION_FEBA.BAND	0	0.	100.000
57	FUNCTION_HE.WLA	0	0.	100.000
58	FUNCTION_ICM.WLA	0	0.	100.000
59	FUNCTION_STAY.TIME	0	0.	100.000
60	PROCESS_AC.ATK.TGT	0	0.	100.000
61	PROCESS_AIR.OBSERVER	0	0.	100.000
62	PROCESS_AIRBORNE.RADAR	0	0.	100.000
63	PROCESS_ARTY.ASSESS	0	0.	100.000
64	PROCESS_ASSESSMENT	0	0.	100.000
65	PROCESS_CAS.MISSION	0	0.	100.000
66	PROCESS_FIRE.MISSION	0	0.	100.000
67	PROCESS_FORWARD.OBSERVER	0	0.	100.000
68	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
69	PROCESS_HC.RETURN.FARRP	0	0.	100.000
70	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
71	PROCESS_HELICOPTER.FIRE	0	0.	100.000
72	PROCESS_HOW.REPAIR	0	0.	100.000
73	PROCESS_MINE.ASSESS	0	0.	100.000
74	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
75	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
76	PROCESS_SHOOT.OUT	0	0.	100.000
77	PROCESS_TARGET.REPORT	0	0.	100.000
78	PROCESS_WITH.DRAW	0	0.	100.000
79	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
80	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
81	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
82	ROUTINE_AD.SHOOT	0	0.	100.000
83	ROUTINE_ADJUST	0	0.	100.000
84	ROUTINE_AMMO.RPT	0	0.	100.000
85	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
86	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
87	ROUTINE_AO.DETECTION	0	0.	100.000
88	ROUTINE_AR.DETECTION	0	0.	100.000
89	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
90	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
91	ROUTINE_BLOCK.LOS	0	0.	100.000
92	ROUTINE_BTL.CHECK	0	0.	100.000
93	ROUTINE_BTRY.EFFECTS	0	0.	100.000
94	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
95	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
96	ROUTINE_BTRY.INPUT	0	0.	100.000
97	ROUTINE_CAS.EVAL	0	0.	100.000
98	ROUTINE_CAT.TU.INPUT	0	0.	100.000
99	ROUTINE_CFR.DEGRADE	0	0.	100.000
100	ROUTINE_CFR.DETECTION	0	0.	100.000
101	ROUTINE_CHANGE.LOC	0	0.	100.000
102	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
103	ROUTINE_CHECK.DEAD	0	0.	100.000
104	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
105	ROUTINE_CHECK.FORCE	0	0.	100.000
106	ROUTINE_CHECK.LIST	0	0.	100.000
107	ROUTINE_CHK.COMP.TR	0	0.	100.000
108	ROUTINE_CHK.FD.TR	0	0.	100.000
109	ROUTINE_COMBINE.TRS	0	0.	100.000
110	ROUTINE_COMPARE.TRS	0	0.	100.000
111	ROUTINE_COMPUTE.D	0	0.	100.000
112	ROUTINE_COMPUTE.WD	0	0.	100.000

113	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
114	ROUTINE_COPY	0	0.	100.000
115	ROUTINE_CREATE.FORCE	0	0.	100.000
116	ROUTINE_CREATE.TEAMS	0	0.	100.000
117	ROUTINE_DEAD.UNIT	0	0.	100.000
118	ROUTINE_DECIDE	0	0.	100.000
119	ROUTINE_DECISION.INPUT	0	0.	100.000
120	ROUTINE_DESTROY.ORD	0	0.	100.000
121	ROUTINE_DUST.EFFECTS	0	0.	100.000
122	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
123	ROUTINE_EMPTY	0	0.	100.000
124	ROUTINE_END.CAS.MISSION	0	0.	100.000
125	ROUTINE_EQ.TE.INPUT	0	0.	100.000
126	ROUTINE_ERROR.STOP	0	0.	100.000
127	ROUTINE_EST.COVERAGE	0	0.	100.000
128	ROUTINE_EST.MIL.WORTH	0	0.	100.000
129	ROUTINE_EXPONENTIAL.F	0	0.	100.000
130	ROUTINE_FA.BN.ASGN	0	0.	100.000
131	ROUTINE_FARRP.CHECK	0	0.	100.000
132	ROUTINE_FARRP.INPUT	0	0.	100.000
133	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
134	ROUTINE_FBN.FD.INPUT	0	0.	100.000
135	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
136	ROUTINE_FDC.TR.DEQ	0	0.	100.000
137	ROUTINE_FDC.TR.ENQ	0	0.	100.000
138	ROUTINE_FEBA.INITIAL	0	0.	100.000
139	ROUTINE_FILE.FD.SCHD	0	0.	100.000
140	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
141	ROUTINE_FIN.BATTLE	0	0.	100.000
142	ROUTINE_FINAL.COVERAGE	0	0.	100.000
143	ROUTINE_FIND.START.TIME	0	0.	100.000
144	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
145	ROUTINE_FLIGHT.PATH	0	0.	100.000
146	ROUTINE_FO.DETECTION	0	0.	100.000
147	ROUTINE_FORM.TF.LIST	0	0.	100.000
148	ROUTINE_FORPOSITION.OUT	0	0.	100.000
149	ROUTINE_FRAC.COMPUTE	0	0.	100.000
150	ROUTINE_GAMMA.F	0	0.	100.000
151	ROUTINE_GENERAL.BATTLE	0	0.	100.000
152	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
153	ROUTINE_HC.DISENGAGE	0	0.	100.000
154	ROUTINE_HC.EMPTY	0	0.	100.000
155	ROUTINE_HE.LA.INPUT	0	0.	100.000
156	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
160	ROUTINE_ILLUM.INPUT	0	0.	100.000
161	ROUTINE_INIT.REINF	0	0.	100.000
162	ROUTINE_INITIAL.DETECT	0	0.	100.000
163	ROUTINE_INITIAL.MOVE	0	0.	100.000
164	ROUTINE_INTER.BATTLE	0	0.	100.000
165	ROUTINE_INTER.HELO	0	0.	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
167	ROUTINE_KV.INPUT	0	0.	100.000
168	ROUTINE_KV.PRINT	0	0.	100.000
169	ROUTINE_KV.SCOREBOARD	0	0.	100.000
170	ROUTINE_LINE.CIRCLE	0	0.	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
173	ROUTINE_LOS.CHECK	0	0.	100.000
174	ROUTINE_MADS.INPUT	0	0.	100.000
175	ROUTINE_MAIN1	0	0.	100.000
176	ROUTINE_MAIN2	0	0.	100.000
177	ROUTINE_MAIN3	0	0.	100.000
178	ROUTINE_MAO.INPUT	0	0.	100.000
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
180	ROUTINE_MCFR.INPUT	0	0.	100.000
181	ROUTINE_MFO.INPUT	0	0.	100.000
182	ROUTINE_MIN.MOVE	0	0.	100.000
183	ROUTINE_MINE.DELAY	0	0.	100.000
184	ROUTINE_MINE.EFFECTS	0	0.	100.000
185	ROUTINE_MINE.INPUT	0	0.	100.000
186	ROUTINE_MPDB.INPUT	0	0.	100.000
187	ROUTINE_MRT.TO.FREQ	0	0.	100.000
188	ROUTINE_MUNS.INPUT	0	0.	100.000
189	ROUTINE_NEW.SEGMENT	0	0.	100.000
190	ROUTINE_NOISE.DEGRADE	0	0.	100.000
191	ROUTINE_NORMAL.F	0	0.	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
193	ROUTINE_ORD.ATK	0	0.	100.000
194	ROUTINE_ORD.DEF	0	0.	100.000
195	ROUTINE_ORD.MOVCOR	0	0.	100.000
196	ROUTINE_ORD.MOVDIS	0	0.	100.000
197	ROUTINE_ORD.REINF	0	0.	100.000
198	ROUTINE_ORIENTATION	0	0.	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
201	ROUTINE_P.E.M.INPUT	0	0.	100.000
202	ROUTINE_PDB.DETECTION	0	0.	100.000
203	ROUTINE_PGM.INPUT	0	0.	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
205	ROUTINE_PIR.DETECTION	0	0.	100.000
206	ROUTINE_PK.COMPUTE	0	0.	100.000
207	ROUTINE_PK.INPUT	0	0.	100.000
208	ROUTINE_PLAT.COUNT	0	0.	100.000
209	ROUTINE_POSITION	0	0.	100.000
210	ROUTINE_PRED.POS	0	0.	100.000
211	ROUTINE_PREP.WITHDRAW	0	0.	100.000
212	ROUTINE_PREPARE.LIST	0	0.	100.000
213	ROUTINE_PROB.INF	0	0.	100.000
214	ROUTINE_PROB.TIME	0	0.	100.000
215	ROUTINE_PROX.CHECK	0	0.	100.000
216	ROUTINE_PROXIMITY.REQ	0	0.	100.000
217	ROUTINE_RANGE.COMPUTE	0	0.	100.000
218	ROUTINE_READ.ORDERS	0	0.	100.000
219	ROUTINE_REIN.ARRIVE	0	0.	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
221	ROUTINE_REPLACE.HC	0	0.	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
223	ROUTINE_REQUEST.FASCAM	0	0.	100.000
224	ROUTINE_REQUEST.ILLUM	0	0.	100.000
225	ROUTINE_REQUEST.SMOKE	0	0.	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
228	ROUTINE_RPV.DETECTION	0	0.	100.000
229	ROUTINE_RUL.EN.INPUT	0	0.	100.000
230	ROUTINE_SEARCH	0	0.	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
233	ROUTINE_SENSOR.INPUT	0	0.	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
237	ROUTINE_SMOKE.INPUT	0	0.	100.000
238	ROUTINE_SNAP.R	0	0.	100.000
239	ROUTINE_SNAP2	0	0.	100.000
240	ROUTINE_ST.INPUT	0	0.	100.000
241	ROUTINE_SUBM.INPUT	0	0.	100.000
242	ROUTINE_SWITCH.FO	0	0.	100.000
243	ROUTINE_SYS.INPUT	0	0.	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
245	ROUTINE_TACAIR.INPUT	0	0.	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
247	ROUTINE_TB.INPUT	0	0.	100.000
248	ROUTINE_TBF.INPUT	0	0.	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
250	ROUTINE_TERM.CHECK	0	0.	100.000
251	ROUTINE_TIME.REQ	0	0.	100.000
252	ROUTINE_TIME.TO.DETECT	0	0.	100.000
253	ROUTINE_TR.INPUT	0	0.	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
257	ROUTINE_UNIT.ENVIR	0	0.	100.000
258	ROUTINE_UNIT.INPUT	0	0.	100.000
259	ROUTINE_UNIT.PRIORITY	0	0.	100.000
260	ROUTINE_VIS.INPUT	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 14152

CPU USAGE FOR SIMULATED HOUR 4. = 7.84 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 5.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	32956	73.492	73.492
2 ROUTINE_LOCATE.SECTOR	1820	4.059	77.551
3 ROUTINE_GAMMA.F	1770	3.947	81.498
4 ROUTINE_PK.COMPUTE	962	2.145	83.643
5 ROUTINE_DEQ.FEBA.SET	745	1.661	85.304
6 ROUTINE_ENQ.FEBA.SET	743	1.657	86.961
7 ROUTINE_RANGE.COMPUTE	728	1.623	88.585
8 ROUTINE_PROX.CHECK	641	1.429	90.014
9 ROUTINE_LOCATE.SEARCH.AREA	429	.957	90.971
10 ROUTINE_JOHNSON.CRITERIA	299	.667	91.637
11 ROUTINE_PROB.INF	299	.667	92.304
12 ROUTINE_PROB.TIME	299	.667	92.971
13 ROUTINE_SEARCH	299	.667	93.638
14 PROCESS_ASSESSMENT	272	.607	94.244
15 EVENT_UPDATE.LOC	271	.604	94.849
16 ROUTINE_CHECK.PROX	178	.397	95.246
17 ROUTINE_MRT.TO.FREQ	174	.388	95.634
18 ROUTINE_TEMPERATURE.ATTENUATION	174	.388	96.022
19 ROUTINE_FA.BN.MOVEMENT	145	.323	96.345
20 ROUTINE_SIZE.ESTIMATE	136	.303	96.648
21 ROUTINE_CONTRAST.TO.FREQ	125	.279	96.927
22 ROUTINE_FRAC.COMPUTE	120	.268	97.195
23 ROUTINE_ANGLE.COMPUTE	81	.181	97.375
24 PROCESS_SHOOT.OUT	79	.176	97.551
25 FUNCTION_COMBINATIONS	66	.147	97.699
26 FUNCTION_EST.RANGE	50	.112	97.810
27 ROUTINE_GET.TERRAIN	50	.112	97.922
28 ROUTINE_CHECK.FOR.MINES	48	.107	98.029
29 FUNCTION_HE.WLA	45	.100	98.129
30 ROUTINE_WEIBULL.F	39	.087	98.216
31 ROUTINE_CHECK.ENGAGEMENT	32	.071	98.287
32 ROUTINE_TIME.TO.DETECT	32	.071	98.359
33 FUNCTION_FEBA.BAND	31	.069	98.428
34 EVENT_START.MOVE	28	.062	98.490
35 ROUTINE_CAS.EVAL	28	.062	98.553
36 ROUTINE_EST.COVERAGE	28	.062	98.615
37 ROUTINE_MIN.MOVE	28	.062	98.678
38 ROUTINE_WEIGHTED.VOLLEYS	28	.062	98.740
39 EVENT_ACT.MOVCOR	24	.054	98.794
40 ROUTINE_FO.DETECTION	24	.054	98.847
41 ROUTINE_HE.OR.ICM.COMPUTATION	23	.051	98.898
42 ROUTINE_MARGINAL.EFFECTS.ADJ	21	.047	98.945
43 EVENT_START.ARTY.MOVEMENT	20	.045	98.990
44 EVENT_GET.NX.ORD	17	.038	99.028
45 ROUTINE_NORMAL.F	14	.031	99.059
46 ROUTINE_REQUEST.SMOKE	14	.031	99.090
47 EVENT_ARTY.OCCUPATION	13	.029	99.119
48 EVENT_STOP.ARTY.MOVEMENT	13	.029	99.148
49 ROUTINE_REM.EFFECTS.COMPUTATION	13	.029	99.177
50 ROUTINE_TARGET.ANALYSIS	13	.029	99.206
51 EVENT_PDB.ACTIVATION	12	.027	99.233
52 ROUTINE_PDB.DETECTION	12	.027	99.260
53 ROUTINE_CHECK.STREN	11	.025	99.284

54	EVENT_ENGAGEMENT	10	.022	99.306
55	ROUTINE_CHECK.DEAD	10	.022	99.329
56	ROUTINE_CREATE.FORCE	10	.022	99.351
57	ROUTINE_PROX.POS	10	.022	99.373
58	ROUTINE_REQUEST.ILLUM	10	.022	99.396
59	ROUTINE_SWITCH.FO	10	.022	99.418
60	ROUTINE_UNIT.ASSIGNMENT	10	.022	99.440
61	EVENT_ACT.DEF	8	.018	99.458
62	FUNCTION_ICM.WLA	8	.018	99.476
63	ROUTINE_COMPUTE.WD	8	.018	99.494
64	ROUTINE_FA.BN.ASGN	8	.018	99.512
65	ROUTINE_UNIT.PRIORITY	8	.018	99.529
66	PROCESS_TARGET.REPORT	7	.016	99.545
67	ROUTINE_CHK.COMP.TR	7	.016	99.561
68	ROUTINE_CHK.FD.TR	7	.016	99.576
69	ROUTINE_FDC.TR.ENQ	7	.016	99.592
70	PROCESS_FIRE.MISSION	6	.013	99.605
71	ROUTINE_BTRY.FM.ENQ	6	.013	99.619
72	ROUTINE_NOISE.DEGRADE	6	.013	99.632
73	ROUTINE_VOLLEY	6	.013	99.645
74	EVENT_CFR.ACTIVATION	5	.011	99.657
75	EVENT_MOVE	5	.011	99.668
76	EVENT_START.BATTLE	5	.011	99.679
77	ROUTINE_ADJUST	5	.011	99.690
78	ROUTINE_CHANGE.LOC	5	.011	99.701
79	ROUTINE_EMPTY	5	.011	99.712
80	ROUTINE_GENERAL.BATTLE	5	.011	99.723
81	ROUTINE_HEADING	5	.011	99.735
82	ROUTINE_INITIAL.DETECT	5	.011	99.746
83	ROUTINE_INITIAL.MOVE	5	.011	99.757
84	ROUTINE_LINE.OF.SIGHT	5	.011	99.768
85	ROUTINE_LOS.CHECK	5	.011	99.779
86	ROUTINE_ORIENTATION	5	.011	99.790
87	ROUTINE_REQUEST.DEF.FASCAM	5	.011	99.802
88	EVENT_ACT.ATK	4	.009	99.810
89	EVENT_ACT.MOVDIS	4	.009	99.819
90	EVENT_BTL.ENDED	4	.009	99.828
91	PROCESS_WITH.DRAW	4	.009	99.837
92	ROUTINE_CHECK.FORCE	4	.009	99.846
93	ROUTINE_CHECK.LIST	4	.009	99.855
94	ROUTINE_DEAD.UNIT	4	.009	99.864
95	ROUTINE_DESTROY.ORD	4	.009	99.873
96	ROUTINE_EST.MIL.WORTH	4	.009	99.882
97	ROUTINE_FIN.BATTLE	4	.009	99.891
98	ROUTINE_PREP.WITHDRAW	4	.009	99.900
99	ROUTINE_PREPARE.LIST	4	.009	99.909
100	ROUTINE_REQUEST.WD.FASCAM	4	.009	99.917
101	ROUTINE_SEGMENT.ADJUST	4	.009	99.926
102	ROUTINE_TERM.CHECK	4	.009	99.935
103	ROUTINE_WHAT.NEXT	4	.009	99.944
104	ROUTINE_FD.EFFECTS.REQ	3	.007	99.951
105	ROUTINE_FINAL.COVERAGE	3	.007	99.958
106	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.004	99.962
107	ROUTINE_COPY	2	.004	99.967
108	ROUTINE_END.MOVE	2	.004	99.971
109	ROUTINE_FDC.TR.DEQ	2	.004	99.975
110	ROUTINE_FINISH.COMPUTATION	2	.004	99.980
111	EVENT_CFR.ON	1	.002	99.982
112	EVENT_PDB.OPERATOR	1	.002	99.984

113	ROUTINE_BTRY.EFFECTS	1	.002	99.987
114	ROUTINE_INTER.BATTLE	1	.002	99.989
115	ROUTINE_INTER.HELO	1	.002	99.991
116	ROUTINE_NEW.SEGMENT	1	.002	99.993
117	ROUTINE_OUTPUT.ATTRITION	1	.002	99.996
118	ROUTINE_POSITION	1	.002	99.998
119	ROUTINE_UNIT.ENVIR	1	.002	100.000
120	''PROGRAM''_MAIN	0	0.	100.000
121	EVENT_ACT.REINF	0	0.	100.000
122	EVENT_AD.ENGAGEMENT	0	0.	100.000
123	EVENT_CFR.OFF	0	0.	100.000
124	EVENT_CFR.OPERATOR	0	0.	100.000
125	EVENT_CHANGE.LITE	0	0.	100.000
126	EVENT_CHANGE.WEATHER	0	0.	100 000
127	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
128	EVENT_END.SIMULATION	0	0.	100.000
129	EVENT_FEBA.SORTIE	0	0.	100.000
130	EVENT_HC.DEPART.BATTLE	0	0.	100.000
131	EVENT_HELO.ENGAGEMENT	0	0.	100.000
132	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
133	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
134	EVENT_POSITION.REPORT	0	0.	100.000
135	EVENT_SEND.TEAM	0	0.	100.000
136	EVENT_SET.DEBUG	0	0.	100.000
137	FUNCTION_AR.PROB.DETECT	0	0.	100.000
138	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
139	FUNCTION_COLLISION	0	0.	100.000
140	FUNCTION_EST.TR.RANGE	0	0.	100.000
141	FUNCTION_STAY.TIME	0	0.	100.000
142	PROCESS_AC.ATK.TGT	0	0.	100.000
143	PROCESS_AIR.OBSERVER	0	0.	100.000
144	PROCESS_AIRBORNE.RADAR	0	0.	100.000
145	PROCESS_ARTY.ASSESS	0	0.	100.000
146	PROCESS_CAS.MISSION	0	0.	100.000
147	PROCESS_FORWARD.OBSERVER	0	0.	100.000
148	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
149	PROCESS_HC.RETURN.FARRP	0	0.	100.000
150	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
151	PROCESS_HELICOPTER.FIRE	0	0.	100.000
152	PROCESS_HOW.REPAIR	0	0.	100.000
153	PROCESS_MINE.ASSESS	0	0.	100.000
154	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
155	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
156	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
157	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
158	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
159	ROUTINE_AD.SHOOT	0	0.	100.000
160	ROUTINE_AMMO.RPT	0	0.	100.000
161	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
162	ROUTINE_AO.DETECTION	0	0.	100.000
163	ROUTINE_AR.DETECTION	0	0.	100.000
164	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
165	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
166	ROUTINE_BLOCK.LOS	0	0.	100.000
167	ROUTINE_BTL.CHECK	0	0.	100.000
168	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
169	ROUTINE_BTRY.INPUT	0	0.	100.000
170	ROUTINE_CAT.TU.INPUT	0	0.	100.000
171	ROUTINE_CFR.DEGRADE	0	0.	100.000

172	ROUTINE_CFR.DETECTION	0	0.	100.000
173	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
174	ROUTINE_COMBINE.TRS	0	0.	100.000
175	ROUTINE_COMPARE.TRS	0	0.	100.000
176	ROUTINE_COMPUTE.D	0	0.	100.000
177	ROUTINE_CREATE.TEAMS	0	0.	100.000
178	ROUTINE_DECIDE	0	0.	100.000
179	ROUTINE_DECISION.INPUT	0	0.	100.000
180	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
181	ROUTINE_DUST.EFFECTS	0	0.	100.000
182	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
183	ROUTINE_END.CAS.MISSION	0	0.	100.000
184	ROUTINE_EQ.TE.INPUT	0	0.	100.000
185	ROUTINE_ERROR.STOP	0	0.	100.000
186	ROUTINE_EXPONENTIAL.F	0	0.	100.000
187	ROUTINE_FARRP.CHECK	0	0.	100.000
188	ROUTINE_FARRP.INPUT	0	0.	100.000
189	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
190	ROUTINE_FBN.FD.INPUT	0	0.	100.000
191	ROUTINE_FEBA.INITIAL	0	0.	100.000
192	ROUTINE_FILE.FD.SCHD	0	0.	100.000
193	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
194	ROUTINE_FIND.START.TIME	0	0.	100.000
195	ROUTINE_FLIGHT.PATH	0	0.	100.000
196	ROUTINE_FORM.TF.LIST	0	0.	100.000
197	ROUTINE_FORPOSITION.OUT	0	0.	100.000
198	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
199	ROUTINE_HC.DISENGAGE	0	0.	100.000
200	ROUTINE_HC.EMPTY	0	0.	100.000
201	ROUTINE_HE.LA.INPUT	0	0.	100.000
202	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
203	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
204	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
205	ROUTINE_ILLUM.INPUT	0	0.	100.000
206	ROUTINE_INIT.REINF	0	0.	100.000
207	ROUTINE_KV.INPUT	0	0.	100.000
208	ROUTINE_KV.PRINT	0	0.	100.000
209	ROUTINE_KV.SCOREBOARD	0	0.	100.000
210	ROUTINE_LINE.CIRCLE	0	0.	100.000
211	ROUTINE_MADS.INPUT	0	0.	100.000
212	ROUTINE_MAIN1	0	0.	100.000
213	ROUTINE_MAIN2	0	0.	100.000
214	ROUTINE_MAIN3	0	0.	100.000
215	ROUTINE_MAO.INPUT	0	0.	100.000
216	ROUTINE_MCFR.INPUT	0	0.	100.000
217	ROUTINE_MFO.INPUT	0	0.	100.000
218	ROUTINE_MINE.DELAY	0	0.	100.000
219	ROUTINE_MINE.EFFECTS	0	0.	100.000
220	ROUTINE_MINE.INPUT	0	0.	100.000
221	ROUTINE_MPDB.INPUT	0	0.	100.000
222	ROUTINE_MUNS.INPUT	0	0.	100.000
223	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
224	ROUTINE_ORD.ATK	0	0.	100.000
225	ROUTINE_ORD.DEF	0	0.	100.000
226	ROUTINE_ORD.MOVCOR	0	0.	100.000
227	ROUTINE_ORD.MOVDIS	0	0.	100.000
228	ROUTINE_ORD.REINF	0	0.	100.000
229	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
230	ROUTINE_P.E.M.INPUT	0	0.	100.000

231	ROUTINE_PGM.INPUT	0	0.	100.000
232	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
233	ROUTINE_PIR.DETECTION	0	0.	100.000
234	ROUTINE_PK.INPUT	0	0.	100.000
235	ROUTINE_PLAT.COUNT	0	0.	100.000
236	ROUTINE_PRED.POS	0	0.	100.000
237	ROUTINE_PROXIMITY.REQ	0	0.	100.000
238	ROUTINE_READ.ORDERS	0	0.	100.000
239	ROUTINE_REIN.ARRIVE	0	0.	100.000
240	ROUTINE_REPLACE.HC	0	0.	100.000
241	ROUTINE_REQUEST.FASCAM	0	0.	100.000
242	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
243	ROUTINE_RPV.DETECTION	0	0.	100.000
244	ROUTINE_RUL.EN.INPUT	0	0.	100.000
245	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
246	ROUTINE_SENSOR.INPUT	0	0.	100.000
247	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
248	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
249	ROUTINE_SMOKE.INPUT	0	0.	100.000
250	ROUTINE_SNAP.R	0	0.	100.000
251	ROUTINE_SNAP2	0	0.	100.000
252	ROUTINE_ST.INPUT	0	0.	100.000
253	ROUTINE_SUBM.INPUT	0	0.	100.000
254	ROUTINE_SYS.INPUT	0	0.	100.000
255	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
256	ROUTINE_TACAIR.INPUT	0	0.	100.000
257	ROUTINE_TB.INPUT	0	0.	100.000
258	ROUTINE_TBF.INPUT	0	0.	100.000
259	ROUTINE_TIME.REQ	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 44843

CPU USAGE FOR SIMULATED HOUR 5. = 58.88 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 6. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	98913	32.039	32.039
2 ROUTINE_PK.COMPUTE	50447	16.340	48.379
3 ROUTINE_RANGE.COMPUTE	29094	9.424	57.803
4 ROUTINE_PROX.CHECK	27892	9.034	66.837
5 ROUTINE_FRAC.COMPUTE	17764	5.754	72.591
6 ROUTINE_LOCATE.SECTOR	8125	2.632	75.223
7 ROUTINE_SIZE.ESTIMATE	5885	1.906	77.129
8 ROUTINE_FINAL.COVERAGE	5052	1.636	78.766
9 PROCESS_ASSESSMENT	4937	1.599	80.365
10 ROUTINE_JOHNSON.CRITERIA	4721	1.529	81.894
11 ROUTINE_PROB.INF	4721	1.529	83.423
12 ROUTINE_PROB.TIME	4721	1.529	84.952
13 ROUTINE_SEARCH	4721	1.529	86.481
14 ROUTINE_CONTRAST.TO.FREQ	3286	1.064	87.546
15 ROUTINE_PDB.DETECTION	2742	.888	88.434
16 EVENT_PDB.ACTIVATION	2187	.708	89.142
17 ROUTINE_DEQ.FEBA.SET	2110	.683	89.826
18 ROUTINE_ENQ.FEBA.SET	2098	.680	90.505
19 FUNCTION_COMBINATIONS	1537	.498	91.003
20 ROUTINE_MRT.TO.FREQ	1435	.465	91.468
21 ROUTINE_TEMPERATURE.ATTENUATION	1435	.465	91.933
22 ROUTINE_NOISE.DEGRADE	1365	.442	92.375
23 FUNCTION_EST.RANGE	1323	.429	92.803
24 ROUTINE_OUTPUT.ATTRITION	1291	.418	93.222
25 PROCESS_SHOOT.OUT	1240	.402	93.623
26 ROUTINE_VOLLEY	1101	.357	93.980
27 EVENT_CFR.ACTIVATION	1093	.354	94.334
28 FUNCTION_HE.WLA	891	.289	94.622
29 EVENT_UPDATE.LOC	855	.277	94.899
30 FUNCTION_FEBA.BAND	833	.270	95.169
31 ROUTINE_NORMAL.F	762	.247	95.416
32 ROUTINE_TIME.TO.DETECT	667	.216	95.632
33 ROUTINE_EST.COVERAGE	639	.207	95.839
34 ROUTINE_WEIGHTED.VOLLEYS	639	.207	96.046
35 ROUTINE_GET.TERRAIN	601	.195	96.241
36 ROUTINE_HE.OR.ICM.COMPUTATION	502	.163	96.403
37 ROUTINE_MARGINAL.EFFECTS.ADJ	473	.153	96.557
38 ROUTINE_CHECK.ENGAGEMENT	440	.143	96.699
39 ROUTINE_TARGET.ANALYSIS	438	.142	96.841
40 ROUTINE_FA.BN.MOVEMENT	425	.138	96.979
41 ROUTINE_WEIBULL.F	393	.127	97.106
42 ROUTINE_ANGLE.COMPUTE	368	.119	97.225
43 ROUTINE_CHK.COMP.TR	360	.117	97.342
44 ROUTINE_CHK.FD.TR	360	.117	97.458
45 ROUTINE_REM.EFFECTS.COMPUTATION	356	.115	97.574
46 PROCESS_FIRE.MISSION	355	.115	97.689
47 ROUTINE_BTRY.FM.ENQ	355	.115	97.804
48 ROUTINE_FA.BN.ASGN	331	.107	97.911
49 ROUTINE_GAMMA.F	324	.105	98.016
50 FUNCTION_ICM.WLA	302	.098	98.114
51 ROUTINE_BTRY.FM.DEQ	270	.087	98.201
52 ROUTINE_CFR.DETECTION	246	.080	98.281
53 ROUTINE_CHECK.PROX	246	.080	98.360

	LOS_TARGET.REPORT	241	.078	98.438
	ROUTINE_BTRY.EFFECTS	241	.078	98.516
	ROUTINE_UNIT.ENVIR	241	.078	98.595
	ROUTINE_FDC.TR.ENQ	227	.074	98.668
58	ROUTINE_FO.DETECTION	213	.069	98.737
59	ROUTINE_COMPARE.TRS	181	.059	98.795
60	ROUTINE_MIN.MOVE	178	.058	98.853
61	ROUTINE_FDC.TR.DEQ	162	.052	98.906
62	ROUTINE_FINISH.COMPUTATION	162	.052	98.958
63	ROUTINE_TIME.REQ	154	.050	99.008
64	ROUTINE_CFR.DEGRADE	149	.048	99.056
65	EVENT_CFR.OPERATOR	142	.046	99.102
66	ROUTINE_CAS.EVAL	135	.044	99.146
67	ROUTINE_CHECK.FOR.MINES	123	.040	99.186
68	ROUTINE_EST.MIL.WORTH	120	.039	99.225
69	ROUTINE_REQUEST.SMOKE	111	.036	99.261
70	EVENT_PDB.OPERATOR	108	.035	99.296
71	EVENT_ENGAGEMENT	90	.029	99.325
72	ROUTINE_REQUEST.ILLUM	90	.029	99.354
73	ROUTINE_NEW.SEGMENT	88	.029	99.383
74	ROUTINE_FD.EFFECTS.REQ	84	.027	99.410
75	EVENT_MOVE	77	.025	99.435
76	ROUTINE_CHANGE.LOC	77	.025	99.460
77	ROUTINE_COPY	77	.025	99.485
78	ROUTINE_LOS.CHECK	77	.025	99.510
79	EVENT_START.ARTY.MOVEMENT	73	.024	99.533
80	EVENT_STOP.ARTY.MOVEMENT	63	.020	99.554
81	ROUTINE_SEGMENT.ADJUST	63	.020	99.574
82	EVENT_ARTY.OCCUPATION	62	.020	99.594
83	ROUTINE_LOCATE.SEARCH.AREA	57	.018	99.613
84	EVENT_GET.NX.ORD	52	.017	99.629
85	EVENT_START.MOVE	50	.016	99.646
86	ROUTINE_REQUEST.DEF.FASCAM	50	.016	99.662
87	FUNCTION_EST.TR.RANGE	49	.016	99.678
88	ROUTINE_PROXIMITY.REQ	49	.016	99.694
89	ROUTINE_POSITION	48	.016	99.709
90	EVENT_CFR.ON	43	.014	99.723
91	EVENT_CFR.OFF	42	.014	99.737
92	ROUTINE_COMPUTE.D	42	.014	99.750
93	ROUTINE_COMPUTE.WD	42	.014	99.764
94	ROUTINE_CHECK.DEAD	32	.010	99.774
95	ROUTINE_CREATE.FORCE	32	.010	99.785
96	ROUTINE_SWITCH.FO	32	.010	99.795
97	ROUTINE_UNIT.ASSIGNMENT	32	.010	99.805
98	EVENT_ACT.MOVCOR	26	.008	99.814
99	ROUTINE_CHECK.FORCE	26	.008	99.822
100	EVENT_ACT.MOVDIS	24	.008	99.830
101	PROCESS_HOW.REPAIR	22	.007	99.837
102	ROUTINE_UNIT.PRIORITY	22	.007	99.844
103	PROCESS_WITH.DRAW	21	.007	99.851
104	ROUTINE_PREP.WITHDRAW	21	.007	99.858
105	ROUTINE_REQUEST.WD.FASCAM	21	.007	99.865
106	ROUTINE_TERM.CHECK	21	.007	99.871
107	EVENT_ACT.DEF	20	.006	99.878
108	ROUTINE_DECIDE	19	.006	99.884
109	ROUTINE_CHECK.STREN	18	.006	99.890
110	ROUTINE_END.MOVE	18	.006	99.896
111	ROUTINE_CHECK.LIST	17	.006	99.901
112	ROUTINE_HEADING	17	.006	99.907

113	EVENT_START BATTLE	16	.005	99.912
114	ROUTINE_ADJUST	16	.005	99.917
115	ROUTINE_EMPTY	16	.005	99.922
116	ROUTINE_GENERAL.BATTLE	16	.005	99.927
117	ROUTINE_INITIAL.DETECT	16	.005	99.933
118	ROUTINE_INITIAL.MOVE	16	.005	99.938
119	ROUTINE_LINE.OF.SIGHT	16	.005	99.943
120	ROUTINE_ORIENTATION	16	.005	99.948
121	ROUTINE_PRED.POS	16	.005	99.953
122	ROUTINE_DEAD.UNIT	15	.005	99.958
123	ROUTINE_WHAT.NEXT	15	.005	99.963
124	ROUTINE_PROX.POS	13	.004	99.967
125	ROUTINE_DESTROY.ORD	12	.004	99.971
126	EVENT_ACT.ATK	11	.004	99.975
127	EVENT_BTL.ENDED	11	.004	99.978
128	ROUTINE_FIN.BATTLE	11	.004	99.982
129	ROUTINE_PREPARE.LIST	11	.004	99.985
130	ROUTINE_COMBINE.TRS	10	.003	99.989
131	ROUTINE_EXPONENTIAL.F	9	.003	99.992
132	ROUTINE_PGM.MSN.ASGN	8	.003	99.994
133	ROUTINE_INTER.BATTLE	5	.002	99.996
134	ROUTINE_INTER.HELO	5	.002	99.997
135	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.998
136	ROUTINE_DQ.CMSN.QUEUE	2	+6.E-04	99.999
137	ROUTINE_RESET.FEBA.SECTOR	2	+6.E-04	99.999
138	EVENT_CHANGE.LITE	1	+3.E-04	100.000
139	EVENT_CHANGE.WEATHER	1	+3.E-04	100.000
140	''PROGRAM''_MAIN	0	0.	100.000
141	EVENT_ACT.REINF	0	0.	100.000
142	EVENT_AD.ENGAGEMENT	0	0.	100.000
143	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
144	EVENT_END.SIMULATION	0	0.	100.000
145	EVENT_FEBA.SORTIE	0	0.	100.000
146	EVENT_HC.DEPART.BATTLE	0	0.	100.000
147	EVENT_HELO.ENGAGEMENT	0	0.	100.000
148	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
149	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
150	EVENT_POSITION.REPORT	0	0.	100.000
151	EVENT_SEND.TEAM	0	0.	100.000
152	EVENT_SET.DEBUG	0	0.	100.000
153	FUNCTION_AR.PROB.DETECT	0	0.	100.000
154	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
155	FUNCTION_COLLISION	0	0.	100.000
156	FUNCTION_STAY.TIME	0	0.	100.000
157	PROCESS_AC.ATK.TGT	0	0.	100.000
158	PROCESS_AIR.OBSERVER	0	0.	100.000
159	PROCESS_AIRBORNE.RADAR	0	0.	100.000
160	PROCESS_ARTY.ASSESS	0	0.	100.000
161	PROCESS_CAS.MISSION	0	0.	100.000
162	PROCESS_FORWARD.OBSERVER	0	0.	100.000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
164	PROCESS_HC.RETURN.FARRP	0	0.	100.000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER.FIRE	0	0.	100.000
167	PROCESS_MINE.ASSESS	0	0.	100.000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
170	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
171	ROUTINE_AC.DF.EFFECTS	0	0.	100.000

172	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO.DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BLOCK.LOS	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DUST.EFFECTS	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0	100.000
232	ROUTINE_ORD.MOVDIS	0	0	100.000
233	ROUTINE_ORD.REINF	0	0	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
235	ROUTINE_P.E.M.INPUT	0	0	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 308729

CPU USAGE FOR SIMULATED HOUR 6. = 710.93 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 7. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	139414	32.577	32.577
2 ROUTINE_PK.COMPUTE	41690	9.742	42.319
3 ROUTINE_RANGE.COMPUTE	27455	6.416	48.735
4 ROUTINE_PROX.CHECK	23691	5.536	54.271
5 ROUTINE_FRAC.COMPUTE	22932	5.359	59.629
6 ROUTINE_JOHNSON.CRITERIA	16337	3.818	63.447
7 ROUTINE_PROB.INF	16337	3.818	67.265
8 ROUTINE_PROB.TIME	16337	3.818	71.082
9 ROUTINE_SEARCH	16337	3.818	74.900
10 ROUTINE_LOCATE.SECTOR	13433	3.139	78.039
11 ROUTINE_CONTRAST.TO.FREQ	12142	2.837	80.876
12 ROUTINE_SIZE.ESTIMATE	8098	1.892	82.768
13 ROUTINE_FINAL.COVERAGE	5939	1.388	84.156
14 PROCESS_ASSESSMENT	4954	1.158	85.314
15 ROUTINE_MRT.TO.FREQ	4195	.980	86.294
16 ROUTINE_TEMPERATURE.ATTENUATION	4195	.980	87.274
17 ROUTINE_DEQ.FEBA.SET	3495	.817	88.091
18 ROUTINE_ENQ.FEBA.SET	3482	.814	88.904
19 ROUTINE_PDB.DETECTION	3293	.769	89.674
20 ROUTINE_CHECK.ENGAGEMENT	2773	.648	90.322
21 FUNCTION_COMBINATIONS	2762	.645	90.967
22 EVENT_PDB.ACTIVATION	2554	.597	91.564
23 PROCESS_SHOOT.OUT	2044	.478	92.042
24 FUNCTION_EST.RANGE	1753	.410	92.451
25 ROUTINE_TIME.TO.DETECT	1688	.394	92.846
26 ROUTINE_NOISE.DEGRADE	1644	.384	93.230
27 ROUTINE_OUTPUT.ATTRITION	1445	.338	93.568
28 EVENT_CFR.ACTIVATION	1282	.300	93.867
29 ROUTINE_VOLLEY	1280	.299	94.166
30 EVENT_UPDATE.LOC	1162	.272	94.438
31 FUNCTION_HE.WLA	1148	.268	94.706
32 FUNCTION_FEBA.BAND	1136	.265	94.972
33 ROUTINE_NORMAL.F	1086	.254	95.225
34 ROUTINE_WEIBULL.F	925	.216	95.441
35 ROUTINE_FA.BN.MOVEMENT	824	.193	95.634
36 ROUTINE_EST.COVERAGE	714	.167	95.801
37 ROUTINE_WEIGHTED.VOLLEYS	714	.167	95.968
38 ROUTINE_GET.TERRAIN	705	.165	96.132
39 ROUTINE_TARGET.ANALYSIS	662	.155	96.287
40 ROUTINE_HE.OR.ICM.COMPUTATION	639	.149	96.436
41 ROUTINE_MIN.MOVE	627	.147	96.583
42 ROUTINE_MARGINAL.EFFECTS.ADJ	573	.134	96.717
43 ROUTINE_FO.DETECTION	530	.124	96.841
44 ROUTINE_CHK.COMP.TR	514	.120	96.961
45 ROUTINE_CHK.FD.TR	514	.120	97.081
46 ROUTINE_ANGLE.COMPUTE	511	.119	97.200
47 ROUTINE_FA.BN.ASGN	497	.116	97.316
48 ROUTINE_GAMMA.F	482	.113	97.429
49 ROUTINE_CHANGE.LOC	465	.109	97.538
50 ROUTINE_LOS.CHECK	465	.109	97.646
51 ROUTINE_CHECK.PROX	389	.091	97.737
52 PROCESS_TARGET.REPORT	362	.085	97.822
53 ROUTINE_REM.EFFECTS.COMPUTATION	362	.085	97.907

APPENDIX B

COSAGE HOURLY INVOCATION REPORT
(random number seed 3)

54	ROUTINE_BTRY.FM.DEQ	361	.084	97.991
55	PROCESS_FIRE.MISSION	357	.083	98.074
56	ROUTINE_BTRY.FM.ENQ	357	.083	98.158
57	ROUTINE_COMPARE.TRS	351	.082	98.240
58	ROUTINE_FDC.TR.ENQ	337	.079	98.318
59	ROUTINE_CFR.DETECTION	316	.074	98.392
60	ROUTINE_TIME.REQ	289	.068	98.460
61	FUNCTION_ICM.WLA	283	.066	98.526
62	ROUTINE_BTRY.EFFECTS	283	.066	98.592
63	ROUTINE_FDC.TR.DEQ	283	.066	98.658
64	ROUTINE_FINISH.COMPUTATION	283	.066	98.724
65	ROUTINE_UNIT.ENVIR	283	.066	98.791
66	ROUTINE_COMPUTE.WD	252	.059	98.849
67	ROUTINE_REQUEST.SMOKE	252	.059	98.908
68	ROUTINE_COMPUTE.D	221	.052	98.960
69	ROUTINE_NEW.SEGMENT	216	.050	99.010
70	EVENT_CFR.OPERATOR	213	.050	99.060
71	ROUTINE_EST.MIL.WORTH	203	.047	99.108
72	ROUTINE_CAS.EVAL	199	.047	99.154
73	EVENT_ENGAGEMENT	192	.045	99.199
74	EVENT_MOVE	192	.045	99.244
75	ROUTINE_REQUEST.ILLUM	192	.045	99.289
76	ROUTINE_CFR.DEGRADE	189	.044	99.333
77	ROUTINE_SEGMENT.ADJUST	148	.035	99.367
78	ROUTINE_CHECK.FOR.MINES	142	.033	99.401
79	ROUTINE_FD.EFFECTS.REQ	132	.031	99.431
80	ROUTINE_POSITION	131	.031	99.462
81	EVENT_PDB.OPERATOR	110	.026	99.488
82	ROUTINE_COPY	105	.025	99.512
83	FUNCTION_EST.TR.RANGE	97	.023	99.535
84	ROUTINE_PROXIMITY.REQ	97	.023	99.558
85	ROUTINE_REQUEST.DEF.FASCAM	97	.023	99.580
86	EVENT_START.ARTY.MOVEMENT	91	.021	99.602
87	ROUTINE_LOCATE.SEARCH.AREA	91	.021	99.623
88	EVENT_STOP.ARTY.MOVEMENT	79	.018	99.641
89	EVENT_GET.NX.ORD	77	.018	99.659
90	EVENT_ARTY.OCCUPATION	76	.018	99.677
91	ROUTINE_DECIDE	75	.018	99.695
92	ROUTINE_CHECK.FORCE	74	.017	99.712
93	PROCESS_WITH.DRAW	60	.014	99.726
94	ROUTINE_PREP.WITHDRAW	60	.014	99.740
95	ROUTINE_REQUEST.WD.FASCAM	60	.014	99.754
96	ROUTINE_TERM.CHECK	59	.014	99.768
97	EVENT_START.MOVE	51	.012	99.780
98	ROUTINE_CHECK.DEAD	42	.010	99.789
99	ROUTINE_CREATE.FORCE	42	.010	99.799
100	ROUTINE_SWITCH.FO	42	.010	99.809
101	ROUTINE_UNIT.ASSIGNMENT	42	.010	99.819
102	EVENT_CFR.OFF	41	.010	99.828
103	EVENT_CFR.ON	41	.010	99.838
104	PROCESS_HOW.REPAIR	39	.009	99.847
105	ROUTINE_UNIT.PRIORITY	36	.008	99.856
106	EVENT_ACT.MOVDIS	35	.008	99.864
107	ROUTINE_DUST.EFFECTS	34	.008	99.872
108	ROUTINE_WHAT.NEXT	32	.007	99.879
109	ROUTINE_PRED.POS	28	.007	99.886
110	ROUTINE_HEADING	24	.006	99.891
111	ROUTINE_PGM.MSN.ASGN	23	.005	99.897
112	ROUTINE_CHECK.LIST	22	.005	99.902

113	ROUTINE_CHECK.STREN	22	.005	99.907
114	EVENT_ACT.DEF	21	.005	99.912
115	EVENT_START.BATTLE	21	.005	99.917
116	ROUTINE_ADJUST	21	.005	99.922
117	ROUTINE_DEAD.UNIT	21	.005	99.927
118	ROUTINE_EMPTY	21	.005	99.932
119	ROUTINE_END.MOVE	21	.005	99.936
120	ROUTINE_GENERAL.BATTLE	21	.005	99.941
121	ROUTINE_INITIAL.DETECT	21	.005	99.946
122	ROUTINE_INITIAL.MOVE	21	.005	99.951
123	ROUTINE_LINE.OF.SIGHT	21	.005	99.956
124	ROUTINE_ORIENTATION	21	.005	99.961
125	ROUTINE_EXPONENTIAL.F	19	.004	99.965
126	ROUTINE_PROX.POS	19	.004	99.970
127	EVENT_ACT.ATK	18	.004	99.974
128	EVENT_BTL.ENDED	18	.004	99.978
129	ROUTINE_FIN.BATTLE	18	.004	99.982
130	ROUTINE_PREPARE.LIST	18	.004	99.987
131	EVENT_ACT.MOVCOR	16	.004	99.990
132	ROUTINE_COMBINE.TRS	15	.004	99.994
133	ROUTINE_BLOCK.LOS	8	.002	99.996
134	ROUTINE_DESTROY.ORD	6	.001	99.997
135	ROUTINE_INTER.BATTLE	3	+7.E-04	99.998
136	ROUTINE_INTER.HELO	3	+7.E-04	99.999
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+5.E-04	99.999
138	ROUTINE_ATTRIT.SENSOR	2	+5.E-04	100.000
139	FUNCTION_COLLISION	1	+2.E-04	100.000
140	PROCESS_ARTY.ASSESS	1	+2.E-04	100.000
141	''PROGRAM''_MAIN	0	0.	100.000
142	EVENT_ACT.REINF	0	0.	100.000
143	EVENT_AD.ENGAGEMENT	0	0.	100.000
144	EVENT_CHANGE.LITE	0	0.	100.000
145	EVENT_CHANGE.WEATHER	0	0.	100.000
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
147	EVENT_END.SIMULATION	0	0.	100.000
148	EVENT_FEBA.SORTIE	0	0.	100.000
149	EVENT_HC.DEPART.BATTLE	0	0.	100.000
150	EVENT_HELO.ENGAGEMENT	0	0.	100.000
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
153	EVENT_POSITION.REPORT	0	0.	100.000
154	EVENT_SEND.TEAM	0	0.	100.000
155	EVENT_SET.DEBUG	0	0.	100.000
156	FUNCTION_AR.PROB.DETECT	0	0.	100.000
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
158	FUNCTION_STAY.TIME	0	0.	100.000
159	PROCESS_AC.ATK.TGT	0	0.	100.000
160	PROCESS_AIR.OBSERVER	0	0.	100.000
161	PROCESS_AIRBORNE.RADAR	0	0.	100.000
162	PROCESS_CAS.MISSION	0	0.	100.000
163	PROCESS_FORWARD.OBSERVER	0	0.	100.000
164	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
165	PROCESS_HC.RETURN.FARRP	0	0.	100.000
166	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
167	PROCESS_HELICOPTER.FIRE	0	0.	100.000
168	PROCESS_MINE.ASSESS	0	0.	100.000
169	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
170	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
171	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

172	ROUTINE_AC_OF_EFFECTS	0	0.	100.000
173	ROUTINE_AC_MUNS_INPUT	0	0.	100.000
174	ROUTINE_AD_SHOOT	0	0.	100.000
175	ROUTINE_AMMO_RPT	0	0.	100.000
176	ROUTINE_ANALYSIS_OUTPUT	0	0.	100.000
177	ROUTINE_AO_DETECTION	0	0.	100.000
178	ROUTINE_AR_DETECTION	0	0.	100.000
179	ROUTINE_BETWEEN_ROUTINE	0	0.	100.000
180	ROUTINE_BTL_CHECK	0	0.	100.000
181	ROUTINE_BTRY_INPUT	0	0.	100.000
182	ROUTINE_CAT_TU_INPUT	0	0.	100.000
183	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE_TEAMS	0	0.	100.000
185	ROUTINE_DECISION_INPUT	0	0.	100.000
186	ROUTINE_DQ_CMSN_QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY_HELICOPTERS	0	0.	100.000
188	ROUTINE_END_CAS_MISSION	0	0.	100.000
189	ROUTINE_EQ_TE_INPUT	0	0.	100.000
190	ROUTINE_ERROR_STOP	0	0.	100.000
191	ROUTINE_FARRP_CHECK	0	0.	100.000
192	ROUTINE_FARRP_INPUT	0	0.	100.000
193	ROUTINE_FASCAM_COMPUTATION	0	0.	100.000
194	ROUTINE_FBN_FD_INPUT	0	0.	100.000
195	ROUTINE_FEBA_INITIAL	0	0.	100.000
196	ROUTINE_FILE_FD_SCHD	0	0.	100.000
197	ROUTINE_FILE_KAD_SENSOR	0	0.	100.000
198	ROUTINE_FIND_START_TIME	0	0.	100.000
199	ROUTINE_FLIGHT_PATH	0	0.	100.000
200	ROUTINE_FORM_TF_LIST	0	0.	100.000
201	ROUTINE_FORPOSITION_OUT	0	0.	100.000
202	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.000
203	ROUTINE_HC_DISENGAGE	0	0.	100.000
204	ROUTINE_HC_EMPTY	0	0.	100.000
205	ROUTINE_HE_LA_INPUT	0	0.	100.000
206	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM_COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM_EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM_INPUT	0	0.	100.000
210	ROUTINE_INIT_REINF	0	0.	100.000
211	ROUTINE_KV_INPUT	0	0.	100.000
212	ROUTINE_KV_PRINT	0	0.	100.000
213	ROUTINE_KV_SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE_CIRCLE	0	0.	100.000
215	ROUTINE_MADS_INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO_INPUT	0	0.	100.000
220	ROUTINE_MCFR_INPUT	0	0.	100.000
221	ROUTINE_MFO_INPUT	0	0.	100.000
222	ROUTINE_MINE_DELAY	0	0.	100.000
223	ROUTINE_MINE_EFFECTS	0	0.	100.000
224	ROUTINE_MINE_INPUT	0	0.	100.000
225	ROUTINE_MPDB_INPUT	0	0.	100.000
226	ROUTINE_MUNS_INPUT	0	0.	100.000
227	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0.	100.000
228	ROUTINE_ORD_ATK	0	0.	100.000
229	ROUTINE_ORD_DEF	0	0.	100.000
230	ROUTINE_ORD_MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 427946

CPU USAGE FOR SIMULATED HOUR 7. = 914.34 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 8.

	TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	FUNCTION_ACT.RANGE	98406	30.443	30.443
2	ROUTINE_PK.COMPUTE	51597	15.962	46.406
3	ROUTINE_RANGE.COMPUTE	28406	8.788	55.193
4	ROUTINE_PROX.CHECK	27095	8.382	63.576
5	ROUTINE_FRAC.COMPUTE	17344	5.366	68.941
6	ROUTINE_LOCATE.SECTOR	9321	2.884	71.825
7	ROUTINE_SIZE.ESTIMATE	6863	2.123	73.948
8	ROUTINE_JOHNSON.CRITERIA	6608	2.044	75.992
9	ROUTINE_PROB.INF	6608	2.044	78.036
10	ROUTINE_PROB.TIME	6608	2.044	80.081
11	ROUTINE_SEARCH	6608	2.044	82.125
12	ROUTINE_FINAL.COVERAGE	4489	1.389	83.514
13	ROUTINE_CONTRAST.TO.FREQ	4313	1.334	84.848
14	PROCESS_SHOOT.OUT	3496	1.082	85.930
15	ROUTINE_PDB.DETECTION	3247	1.005	86.934
16	ROUTINE_DEQ.FEBA.SET	2329	.721	87.655
17	ROUTINE_ENQ.FEBA.SET	2308	.714	88.369
18	ROUTINE_MRT.TO.FREQ	2295	.710	89.079
19	ROUTINE_TEMPERATURE.ATTENUATION	2295	.710	89.789
20	EVENT_PDB.ACTIVATION	2253	.697	90.486
21	PROCESS_ASSESSMENT	2141	.662	91.148
22	FUNCTION_COMBINATIONS	1640	.507	91.655
23	ROUTINE_NOISE.DEGRADE	1625	.503	92.158
24	FUNCTION_EST.RANGE	1293	.400	92.558
25	EVENT_CFR.ACTIVATION	1125	.348	92.906
26	ROUTINE_VOLLEY	1123	.347	93.253
27	ROUTINE_OUTPUT.ATTRITION	1079	.334	93.587
28	FUNCTION_FEBA.BAND	987	.305	93.893
29	FUNCTION_HE.WLA	913	.282	94.175
30	EVENT_UPDATE.LOC	862	.267	94.442
31	ROUTINE_NORMAL.F	836	.259	94.700
32	ROUTINE_GET.TERRAIN	692	.214	94.914
33	ROUTINE_TIME.TO.DETECT	656	.203	95.117
34	ROUTINE_EST.COVERAGE	649	.201	95.318
35	ROUTINE_WEIGHTED.VOLLEYS	649	.201	95.519
36	ROUTINE_FA.BN.MOVEMENT	592	.183	95.702
37	ROUTINE_CHECK.ENGAGEMENT	591	.183	95.885
38	ROUTINE_GAMMA.F	532	.165	96.049
39	ROUTINE_TARGET.ANALYSIS	512	.158	96.208
40	ROUTINE_HE.OR.ICM.COMPUTATION	507	.157	96.365
41	ROUTINE_FA.BN.ASGN	480	.148	96.513
42	ROUTINE_MARGINAL.EFFECTS.ADJ	473	.146	96.659
43	ROUTINE_WEIBULL.F	456	.141	96.801
44	ROUTINE_CHK.COMP.TR	442	.137	96.937
45	ROUTINE_CHK.FD.TR	442	.137	97.074
46	ROUTINE_FO.DETECTION	393	.122	97.196
47	ROUTINE_COMPARE.TRS	375	.116	97.312
48	PROCESS_FIRE.MISSION	346	.107	97.419
49	ROUTINE_BTRY.FM.ENQ	346	.107	97.526
50	ROUTINE_CFR.DETECTION	345	.107	97.632
51	ROUTINE_BTRY.FM.DEQ	344	.106	97.739
52	ROUTINE_REM.EFFECTS.COMPUTATION	343	.106	97.845
53	ROUTINE_TIME.REQ	324	.100	97.945

54	ROUTINE_FDC.TR.DEQ	320	.099	98.044
55	ROUTINE_FINISH.COMPUTATION	320	.099	98.143
56	FUNCTION_ICM.WLA	301	.093	98.236
57	PROCESS_TARGET.REPORT	291	.090	98.326
58	ROUTINE_ANGLE.COMPUTE	284	.088	98.414
59	ROUTINE_FDC.TR.ENQ	282	.087	98.501
60	ROUTINE_CHECK.PROX	271	.084	98.585
61	ROUTINE_BTRY.EFFECTS	260	.080	98.666
62	ROUTINE_UNIT.ENVIR	260	.080	98.746
63	ROUTINE_CFR.DEGRADE	230	.071	98.817
64	EVENT_CFR.OPERATOR	182	.056	98.874
65	ROUTINE_EST.MIL.WORTH	171	.053	98.927
66	ROUTINE_CHECK.FOR.MINES	169	.052	98.979
67	ROUTINE_REQUEST.SMOKE	163	.050	99.029
68	ROUTINE_MIN.MOVE	150	.046	99.076
69	EVENT_ENGAGEMENT	125	.039	99.114
70	ROUTINE_REQUEST.ILLUM	125	.039	99.153
71	ROUTINE_CAS.EVAL	122	.038	99.191
72	EVENT_PDB.OPERATOR	120	.037	99.228
73	EVENT_START.ARTY.MOVEMENT	119	.037	99.265
74	ROUTINE_FD.EFFECTS.REQ	119	.037	99.301
75	EVENT_STOP.ARTY.MOVEMENT	109	.034	99.335
76	EVENT_ARTY.OCCUPATION	108	.033	99.369
77	ROUTINE_COPY	105	.032	99.401
78	ROUTINE_LOCATE.SEARCH.AREA	105	.032	99.434
79	FUNCTION_EST.TR.RANGE	96	.030	99.463
80	ROUTINE_PROXIMITY.REQ	96	.030	99.493
81	EVENT_MOVE	85	.026	99.519
82	ROUTINE_CHANGE.LOC	85	.026	99.546
83	ROUTINE_LOS.CHECK	85	.026	99.572
84	ROUTINE_NEW.SEGMENT	85	.026	99.598
85	ROUTINE_COMPUTE.WD	76	.024	99.622
86	EVENT_GET.NX.ORD	75	.023	99.645
87	ROUTINE_REQUEST.DEF.FASCAM	64	.020	99.665
88	ROUTINE_SEGMENT.ADJUST	52	.016	99.681
89	EVENT_START.MOVE	50	.015	99.696
90	ROUTINE_POSITION	47	.015	99.711
91	ROUTINE_CHECK.FORCE	46	.014	99.725
92	EVENT_CFR. F	42	.013	99.738
93	EVENT_CFR.	42	.013	99.751
94	PROCESS_WI.H.DRAW	38	.012	99.763
95	ROUTINE_PREP.WITHDRAW	38	.012	99.774
96	ROUTINE_REQUEST.WD.FASCAM	38	.012	99.786
97	ROUTINE_TERM.CHECK	38	.012	99.798
98	EVENT_ACT.MOVCOR	35	.011	99.809
99	EVENT_ACT.DEF	33	.010	99.819
100	ROUTINE_END.MOVE	32	.010	99.829
101	PROCESS_HOW.REPAIR	31	.010	99.839
102	ROUTINE_CHECK.DEAD	28	.009	99.847
103	ROUTINE_CREATE.FORCE	28	.009	99.856
104	ROUTINE_SWITCH.FO	28	.009	99.864
105	ROUTINE_UNIT.ASSIGNMENT	28	.009	99.873
106	ROUTINE_UNIT.PRIORITY	28	.009	99.882
107	ROUTINE_WHAT.NEXT	26	.008	99.890
108	ROUTINE_EXPONENTIAL.F	23	.007	99.897
109	ROUTINE_CHECK.LIST	18	.006	99.903
110	ROUTINE_HEADING	18	.006	99.908
111	ROUTINE_CHECK.STREN	16	.005	99.913
112	ROUTINE_DECIDE	16	.005	99.918

113	ROUTINE_PROX.POS	16	.005	99.923
114	EVENT_ACT.MOVDIS	15	.005	99.928
115	EVENT_ACT ATK	14	.004	99.932
116	EVENT_BTL.ENDED	14	.004	99.936
117	EVENT_START.BATTLE	14	.004	99.941
118	ROUTINE_ADJUST	14	.004	99.945
119	ROUTINE_COMPUTE.D	14	.004	99.949
120	ROUTINE_EMPTY	14	.004	99.954
121	ROUTINE_FIN.BATTLE	14	.004	99.958
122	ROUTINE_GENERAL.BATTLE	14	.004	99.962
123	ROUTINE_INITIAL.DETECT	14	.004	99.967
124	ROUTINE_INITIAL.MOVE	14	.004	99.971
125	ROUTINE_LINE.OF.SIGHT	14	.004	99.975
126	ROUTINE_ORIENTATION	14	.004	99.980
127	ROUTINE_PREPARE.LIST	14	.004	99.984
128	ROUTINE_PGM.MSN.ASGN	13	.004	99.988
129	ROUTINE_DEAD.UNIT	11	.003	99.991
130	ROUTINE_PRED.POS	10	.003	99.994
131	ROUTINE_COMBINE.TRS	9	.003	99.997
132	FUNCTION_COLLISION	4	.001	99.998
133	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.999
134	ROUTINE_DESTROY.ORD	2	+6.E-04	100.000
135	ROUTINE_ATTRIT.SENSOR	1	+3.E-04	100.000
136	''PROGRAM''_MAIN	0	0.	100.000
137	EVENT_ACT.REINF	0	0.	100.000
138	EVENT_AD.ENGAGEMENT	0	0.	100.000
139	EVENT_CHANGE.LITE	0	0.	100.000
140	EVENT_CHANGE.WEATHER	0	0.	100.000
141	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
142	EVENT_END.SIMULATION	0	0.	100.000
143	EVENT_FEBA.SORTIE	0	0.	100.000
144	EVENT_HC.DEPART.BATTLE	0	0.	100.000
145	EVENT_HELO.ENGAGEMENT	0	0.	100.000
146	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
147	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
148	EVENT_POSITION.REPORT	0	0.	100.000
149	EVENT_SEND.TEAM	0	0.	100.000
150	EVENT_SET.DEBUG	0	0.	100.000
151	FUNCTION_AR.PROB.DETECT	0	0.	100.000
152	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
153	FUNCTION_STAY.TIME	0	0.	100.000
154	PROCESS_AC.ATK.TGT	0	0.	100.000
155	PROCESS_AIR.OBSERVER	0	0.	100.000
156	PROCESS_AIRBORNE.RADAR	0	0.	100.000
157	PROCESS_ARTY.ASSESS	0	0.	100.000
158	PROCESS_CAS.MISSION	0	0.	100.000
159	PROCESS_FORWARD.OBSERVER	0	0.	100.000
160	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
161	PROCESS_HC.RETURN.FARRP	0	0.	100.000
162	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
163	PROCESS_HELICOPTER.FIRE	0	0.	100.000
164	PROCESS_MINE.ASSESS	0	0.	100.000
165	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
166	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
167	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
168	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
169	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
170	ROUTINE_AD.SHOOT	0	0.	100.000
171	ROUTINE_AMMO.RPT	0	0.	100.000

172	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
173	ROUTINE_AO.DETECTION	0	0.	100.000
174	ROUTINE_AR.DETECTION	0	0.	100.000
175	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
176	ROUTINE_BLOCK.LOS	0	0.	100.000
177	ROUTINE_BTL.CHECK	0	0.	100.000
178	ROUTINE_BTRY.INPUT	0	0.	100.000
179	ROUTINE_CAT.TU.INPUT	0	0.	100.000
180	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
181	ROUTINE_CREATE.TEAMS	0	0.	100.000
182	ROUTINE_DECISION.INPUT	0	0.	100.000
183	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
184	ROUTINE_DUST.EFFECTS	0	0.	100.000
185	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
186	ROUTINE_END.CAS.MISSION	0	0.	100.000
187	ROUTINE_EQ.TE.INPUT	0	0.	100.000
188	ROUTINE_ERROR.STOP	0	0.	100.000
189	ROUTINE_FARRP.CHECK	0	0.	100.000
190	ROUTINE_FARRP.INPUT	0	0.	100.000
191	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
192	ROUTINE_FBN.FD.INPUT	0	0.	100.000
193	ROUTINE_FEBA.INITIAL	0	0.	100.000
194	ROUTINE_FILE.FD.SCHD	0	0.	100.000
195	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
196	ROUTINE_FIND.START.TIME	0	0.	100.000
197	ROUTINE_FLIGHT.PATH	0	0.	100.000
198	ROUTINE_FORM.TF.LIST	0	0.	100.000
199	ROUTINE_FORPOSITION.OUT	0	0.	100.000
200	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
201	ROUTINE_HC.DISENGAGE	0	0.	100.000
202	ROUTINE_HC.EMPTY	0	0.	100.000
203	ROUTINE_HE.LA.INPUT	0	0.	100.000
204	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
205	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
206	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
207	ROUTINE_ILLUM.INPUT	0	0.	100.000
208	ROUTINE_INIT.REINF	0	0.	100.000
209	ROUTINE_INTER.BATTLE	0	0.	100.000
210	ROUTINE_INTER.HELO	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 323244

CPU USAGE FOR SIMULATED HOUR 8. = 724.03 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 9.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE.COMPU[illegible]	343218	15.350	15.350
2 ROUTINE_TIME.TO.DETECT	203846	9.117	24.467
3 ROUTINE_JOHNSON.CRITERIA	184229	8.240	32.707
4 ROUTINE_PROB.INF	184229	8.240	40.946
5 ROUTINE_PROB.TIME	184229	8.240	49.186
6 ROUTINE_SEARCH	184229	8.240	57.425
7 FUNCTION_ACT.RANGE	176278	7.884	65.309
8 ROUTINE_PK.COMPUTE	153660	6.872	72.182
9 ROUTINE_CONTRAST.TO.FREQ	142851	6.389	78.571
10 ROUTINE_CHECK.ENGAGEMENT	88910	3.976	82.547
11 ROUTINE_PROX.CHECK	84213	3.766	86.313
12 ROUTINE_MRT.TO.FREQ	41378	1.851	88.164
13 ROUTINE_TEMPERATURE.ATTENUATION	41378	1.851	90.015
14 ROUTINE_LOCATE.SECTOR	24570	1.099	91.114
15 ROUTINE_SIZE.ESTIMATE	20236	.905	92.019
16 ROUTINE_FRAC.COMPUTE	17032	.762	92.780
17 ROUTINE_WEIBULL.F	15832	.708	93.488
18 PROCESS_ASSESSMENT	13353	.597	94.086
19 FUNCTION_COMBINATIONS	11297	.505	94.591
20 ROUTINE_DEQ.FEBA.SET	9189	.411	95.002
21 ROUTINE_ENQ.FEBA.SET	9159	.410	95.412
22 PROCESS_SHOOT.OUT	6685	.299	95.711
23 ROUTINE_FO.DETECTION	6164	.276	95.986
24 ROUTINE_MIN.MOVE	4880	.218	96.204
25 ROUTINE_NEW.SEGMENT	4451	.199	96.404
26 ROUTINE_PDB.DETECTION	4191	.187	96.591
27 ROUTINE_FINAL.COVERAGE	4178	.187	96.778
28 ROUTINE_CHANGE.LOC	3616	.162	96.940
29 ROUTINE_LOS.CHECK	3616	.162	97.101
30 FUNCTION_EST.RANGE	3442	.154	97.255
31 EVENT_PDB.ACTIVATION	3324	.149	97.404
32 ROUTINE_COMPUTE.D	3115	.139	97.543
33 ROUTINE_COMPARE.TRS	3102	.139	97.682
34 ROUTINE_NORMAL.F	2930	.131	97.813
35 EVENT_UPDATE.LOC	2431	.109	97.922
36 ROUTINE_TIME.REQ	2318	.104	98.025
37 ROUTINE_NOISE.DEGRADE	2099	.094	98.119
38 ROUTINE_TARGET.ANALYSIS	2030	.091	98.210
39 ROUTINE_ANGLE.COMPUTE	1761	.079	98.289
40 EVENT_CFR.ACTIVATION	1660	.074	98.363
41 ROUTINE_VOLLEY	1660	.074	98.437
42 FUNCTION_HE.WLA	1546	.069	98.506
43 FUNCTION_FEBA.BAND	1444	.065	98.571
44 ROUTINE_CHK.COMP.TR	1192	.053	98.624
45 ROUTINE_CHK.FD.TR	1192	.053	98.678
46 FUNCTION_EST.TR.RANGE	1159	.052	98.729
47 ROUTINE_PROXIMITY.REQ	1159	.052	98.781
48 PROCESS_TARGET.REPORT	1063	.048	98.829
49 ROUTINE_OUTPUT.ATTRITION	983	.044	98.873
50 ROUTINE_REQUEST.SMOKE	968	.043	98.916
51 ROUTINE_EST.COVERAGE	946	.042	98.958
52 ROUTINE_WEIGHTED.VOLLEYS	946	.042	99.001
53 ROUTINE_SEGMENT.ADJUST	927	.041	99.042

54	ROUTINE_GAMMA.F	898	.040	99.082
55	EVENT_MOVE	895	.040	99.122
56	ROUTINE_POSITION	895	.040	99.162
57	ROUTINE_FDC.TR.ENQ	858	.038	99.201
58	ROUTINE_GET.TERRAIN	845	.038	99.239
59	ROUTINE_HE.OR.ICM.COMPUTATION	837	.037	99.276
60	ROUTINE_CAS.EVAL	823	.037	99.313
61	ROUTINE_BLOCK.LOS	744	.033	99.346
62	ROUTINE_MARGINAL.EFFECTS.ADJ	732	.033	99.379
63	EVENT_ENGAGEMENT	727	.033	99.411
64	ROUTINE_REQUEST.ILLUM	727	.033	99.444
65	ROUTINE_CFR.DETECTION	646	.029	99.473
66	ROUTINE_FDC.TR.DEQ	630	.028	99.501
67	ROUTINE_FINISH.COMPUTATION	630	.028	99.529
68	ROUTINE_FA.BN.ASGN	607	.027	99.556
69	ROUTINE_COMPUTE.WD	505	.023	99.579
70	PROCESS_FIRE.MISSION	438	.020	99.598
71	ROUTINE_BTRY.FM.ENQ	438	.020	99.618
72	ROUTINE_BTRY.FM.DEQ	435	.019	99.637
73	ROUTINE_REM.EFFECTS.COMPUTATION	433	.019	99.657
74	ROUTINE_PRED.POS	430	.019	99.676
75	ROUTINE_FA.BN.MOVEMENT	392	.018	99.694
76	FUNCTION_ICM.WLA	363	.016	99.710
77	ROUTINE_BTRY.EFFECTS	352	.016	99.726
78	ROUTINE_UNIT.ENVIR	352	.016	99.741
79	ROUTINE_CFR.DEGRADE	335	.015	99.756
80	ROUTINE_CHECK.PROX	332	.015	99.771
81	ROUTINE_REQUEST.DEF.FASCAM	320	.014	99.785
82	ROUTINE_CHECK.FORCE	284	.013	99.798
83	ROUTINE_DECIDE	269	.012	99.810
84	ROUTINE_DUST.EFFECTS	248	.011	99.821
85	PROCESS_WITH.DRAW	241	.011	99.832
86	ROUTINE_PREP.WITHDRAW	241	.011	99.843
87	ROUTINE_REQUEST.WD.FASCAM	241	.011	99.854
88	ROUTINE_EST.MIL.WORTH	233	.010	99.864
89	ROUTINE_TERM.CHECK	233	.010	99.874
90	EVENT_CFR.OPERATOR	229	.010	99.885
91	ROUTINE_LOCATE.SEARCH.AREA	193	.009	99.893
92	ROUTINE_FD.EFFECTS.REQ	191	.009	99.902
93	ROUTINE_CHECK.FOR.MINES	184	.008	99.910
94	ROUTINE_COMBINE.TRS	161	.007	99.917
95	ROUTINE_COPY	143	.006	99.924
96	EVENT_PDB.OPERATOR	118	.005	99.929
97	EVENT_GET.NX.ORD	109	.005	99.934
98	EVENT_START.MOVE	96	.004	99.938
99	EVENT_STOP.ARTY.MOVEMENT	96	.004	99.942
100	EVENT_ARTY.OCCUPATION	89	.004	99.946
101	EVENT_START.ARTY.MOVEMENT	88	.004	99.950
102	ROUTINE_HEADING	69	.003	99.953
103	EVENT_ACT.MOVDIS	56	.003	99.956
104	ROUTINE_DEAD.UNIT	54	.002	99.958
105	ROUTINE_END.MOVE	53	.002	99.961
106	EVENT_ACT.DEF	52	.002	99.963
107	PROCESS_ARTY.ASSESS	52	.002	99.965
108	PROCESS_HOW.REPAIR	51	.002	99.968
109	ROUTINE_CHECK.LIST	51	.002	99.970
110	EVENT_CFR.OFF	46	.002	99.972
111	EVENT_CFR.ON	44	.002	99.974
112	ROUTINE_CHECK.DEAD	42	.002	99.976

113	ROUTINE_CREATE.FORCE	42	.002	99.978
114	ROUTINE_SWITCH.FO	42	.002	99.980
115	ROUTINE_UNIT.ASSIGNMENT	42	.002	99.981
116	EVENT_ACT.MOVCOR	40	.002	99.983
117	ROUTINE_EXPONENTIAL.F	24	.001	99.984
118	ROUTINE_CHECK.STREN	23	.001	99.985
119	ROUTINE_PGM.MSN.ASGN	22	.001	99.986
120	ROUTINE_UNIT.PRIORITY	22	.001	99.987
121	EVENT_START.BATTLE	21	+9.E-04	99.988
122	ROUTINE_ADJUST	21	+9.E-04	99.989
123	ROUTINE_EMPTY	21	+9.E-04	99.990
124	ROUTINE_GENERAL.BATTLE	21	+9.E-04	99.991
125	ROUTINE_INITIAL.DETECT	21	+9.E-04	99.992
126	ROUTINE_INITIAL.MOVE	21	+9.E-04	99.993
127	ROUTINE_LINE.OF.SIGHT	21	+9.E-04	99.994
128	ROUTINE_ORIENTATION	21	+9.E-04	99.995
129	ROUTINE_WHAT.NEXT	21	+9.E-04	99.996
130	ROUTINE_PROX.POS	13	+6.E-04	99.996
131	EVENT_ACT.ATK	11	+5.E-04	99.997
132	EVENT_BTL.ENDED	11	+5.E-04	99.997
133	ROUTINE_FIN.BATTLE	11	+5.E-04	99.998
134	ROUTINE_PREPARE.LIST	11	+5.E-04	99.998
135	ROUTINE_INTER.BATTLE	10	+4.E-04	99.999
136	ROUTINE_INTER.HELO	10	+4.E-04	99.999
137	ROUTINE_ATTRIT.SENSOR	6	+3.E-04	100.000
138	FUNCTION_COLLISION	3	+1.E-04	100.000
139	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+1.E-04	100.000
140	ROUTINE_DESTROY.ORD	2	+1.E-04	100.000
141	ROUTINE_RESET.FEBA.SECTOR	2	+1.E-04	100.000
142	EVENT_CHANGE.WEATHER	1	+4.E-05	100.000
143	ROUTINE_DQ.CMSN.QUEUE	1	+4.E-05	100.
144	''PROGRAM''_MAIN	0	0.	100.
145	EVENT_ACT.REINF	0	0.	100.
146	EVENT_AD.ENGAGEMENT	0	0.	100.
147	EVENT_CHANGE.LITE	0	0.	100.
148	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.
149	EVENT_END.SIMULATION	0	0.	100.
150	EVENT_FEBA.SORTIE	0	0.	100.
151	EVENT_HC.DEPART.BATTLE	0	0.	100.
152	EVENT_HELO.ENGAGEMENT	0	0.	100.
153	EVENT_INIT.PREPLAN.CAS	0	0.	100.
154	EVENT_OFF.LINE.ATTRITION	0	0.	100.
155	EVENT_POSITION.REPORT	0	0.	100.
156	EVENT_SEND.TEAM	0	0.	100.
157	EVENT_SET.DEBUG	0	0.	100.
158	FUNCTION_AR.PROB.DETECT	0	0.	100.
159	FUNCTION_BTRY.AVAILABLE	0	0.	100.
160	FUNCTION_STAY.TIME	0	0.	100.
161	PROCESS_AC.ATK.TGT	0	0.	100.
162	PROCESS_AIR.OBSERVER	0	0.	100.
163	PROCESS_AIRBORNE.RADAR	0	0.	100.
164	PROCESS_CAS.MISSION	0	0.	100.
165	PROCESS_FORWARD.OBSERVER	0	0.	100.
166	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.
167	PROCESS_HC.RETURN.FARRP	0	0.	100.
168	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.
169	PROCESS_HELICOPTER.FIRE	0	0.	100.
170	PROCESS_MINE.ASSESS	0	0.	100.
171	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.

172	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.
173	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.
174	ROUTINE_AC.DF.EFFECTS	0	0.	100.
175	ROUTINE_AC.MUNS.INPUT	0	0.	100.
176	ROUTINE_AD.SHOOT	0	0.	100.
177	ROUTINE_AMMO.RPT	0	0.	100.
178	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.
179	ROUTINE_AO.DETECTION	0	0.	100.
180	ROUTINE_AR.DETECTION	0	0.	100.
181	ROUTINE_BETWEEN.ROUTINE	0	0.	100.
182	ROUTINE_BTL.CHECK	0	0.	100.
183	ROUTINE_BTRY.INPUT	0	0.	100.
184	ROUTINE_CAT.TU.INPUT	0	0.	100.
185	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.
186	ROUTINE_CREATE.TEAMS	0	0.	100.
187	ROUTINE_DECISION.INPUT	0	0.	100.
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.
189	ROUTINE_END.CAS.MISSION	0	0.	100.
190	ROUTINE_EQ.TE.INPUT	0	0.	100.
191	ROUTINE_ERROR.STOP	0	0.	100.
192	ROUTINE_FARRP.CHECK	0	0.	100.
193	ROUTINE_FARRP.INPUT	0	0.	100.
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.
195	ROUTINE_FBN.FD.INPUT	0	0.	100.
196	ROUTINE_FEBA.INITIAL	0	0.	100.
197	ROUTINE_FILE.FD.SCHD	0	0.	100.
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.
199	ROUTINE_FIND.START.TIME	0	0.	100.
200	ROUTINE_FLIGHT.PATH	0	0.	100.
201	ROUTINE_FORM.TF.LIST	0	0.	100.
202	ROUTINE_FORPOSITION.OUT	0	0.	100.
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.
204	ROUTINE_HC.DISENGAGE	0	0.	100.
205	ROUTINE_HC.EMPTY	0	0.	100.
206	ROUTINE_HE.LA.INPUT	0	0.	100.
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.
210	ROUTINE_ILLUM.INPUT	0	0.	100.
211	ROUTINE_INIT.REINF	0	0.	100.
212	ROUTINE_KV.INPUT	0	0.	100.
213	ROUTINE_KV.PRINT	0	0.	100.
214	ROUTINE_KV.SCOREBOARD	0	0.	100.
215	ROUTINE_LINE.CIRCLE	0	0.	100.
216	ROUTINE_MADS.INPUT	0	0.	100.
217	ROUTINE_MAIN1	0	0.	100.
218	ROUTINE_MAIN2	0	0.	100.
219	ROUTINE_MAIN3	0	0.	100.
220	ROUTINE_MAO.INPUT	0	0.	100.
221	ROUTINE_MCFR.INPUT	0	0.	100.
222	ROUTINE_MFO.INPUT	0	0.	100.
223	ROUTINE_MINE.DELAY	0	0.	100.
224	ROUTINE_MINE.EFFECTS	0	0.	100.
225	ROUTINE_MINE.INPUT	0	0.	100.
226	ROUTINE_MPDB.INPUT	0	0.	100.
227	ROUTINE_MUNS.INPUT	0	0.	100.
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.
229	ROUTINE_ORD.ATK	0	0.	100.
230	ROUTINE_ORD.DEF	0	0.	100.

231	ROUTINE_ORD.MOVCOR	0	0.	100.
232	ROUTINE_ORD.MOVDIS	0	0.	100.
233	ROUTINE_ORD.REINF	0	0.	100.
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
235	ROUTINE_P.E M.INPUT	0	0.	100.
236	ROUTINE_PGM.INPUT	0	0.	100.
237	ROUTINE_PIR.DETECTION	0	0.	100.
238	ROUTINE_PK.INPUT	0	0.	100.
239	ROUTINE_PLAT.COUNT	0	0.	100.
240	ROUTINE_READ.ORDERS	0	0.	100.
241	ROUTINE_REIN.ARRIVE	0	0.	100.
242	ROUTINE_REPLACE.HC	0	0.	100.
243	ROUTINE_REQUEST.FASCAM	0	0.	100.
244	ROUTINE_RPV.DETECTION	0	0.	100.
245	ROUTINE_RUL.EN.INPUT	0	0.	100.
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.
247	ROUTINE_SENSOR.INPUT	0	0.	100.
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.
250	ROUTINE_SMOKE.INPUT	0	0.	100.
251	ROUTINE_SNAP.R	0	0.	100.
252	ROUTINE_SNAP2	0	0.	100.
253	ROUTINE_ST.INPUT	0	0.	100.
254	ROUTINE_SUBM.INPUT	0	0.	100.
255	ROUTINE_SYS.INPUT	0	0.	100.
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.
257	ROUTINE_TACAIR.INPUT	0	0.	100.
258	ROUTINE_TB.INPUT	0	0.	100.
259	ROUTINE_TBF.INPUT	0	0.	100.
260	ROUTINE_TR.INPUT	0	0.	100.
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.
263	ROUTINE_UNIT.INPUT	0	0.	100.
264	ROUTINE_VIS.INPUT	0	0.	100.

TOTAL INVOCATIONS = 2235910

CPU USAGE FOR SIMULATED HOUR 9. = 5484.19 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 10.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	92814	17.119	17.119
2 ROUTINE_PK.COMPUTE	75011	13.836	30.955
3 ROUTINE_RANGE.COMPUTE	45513	8.395	39.350
4 ROUTINE_PROX.CHECK	40576	7.484	46.834
5 ROUTINE_JOHNSON.CRITERIA	30836	5.688	52.521
6 ROUTINE_PROB.INF	30836	5.688	58.209
7 ROUTINE_PROB.TIME	30836	5.688	63.897
8 ROUTINE_SEARCH	30836	5.688	69.584
9 ROUTINE_FRAC.COMPUTE	25400	4.685	74.269
10 ROUTINE_CONTRAST.TO.FREQ	24993	4.610	78.879
11 ROUTINE_SIZE.ESTIMATE	10777	1.988	80.867
12 ROUTINE_LOCATE.SECTOR	10702	1.974	82.841
13 ROUTINE_FINAL.COVERAGE	6753	1.246	84.086
14 ROUTINE_MRT.TO.FREQ	5843	1.078	85.164
15 ROUTINE_TEMPERATURE.ATTENUATION	5843	1.078	86.242
16 PROCESS_ASSESSMENT	5501	1.015	87.257
17 ROUTINE_PDB.DETECTION	3938	.726	87.983
18 FUNCTION_COMBINATIONS	3629	.669	88.652
19 EVENT_PDB.ACTIVATION	2998	.553	89.205
20 ROUTINE_CHECK.ENGAGEMENT	2976	.549	89.754
21 PROCESS_SHOOT.OUT	2882	.532	90.286
22 ROUTINE_DEQ.FEBA.SET	2796	.516	90.801
23 ROUTINE_ENQ.FEBA.SET	2763	.510	91.311
24 ROUTINE_TIME.TO.DETECT	2711	.500	91.811
25 FUNCTION_EST.RANGE	2447	.451	92.262
26 FUNCTION_HE.WLA	2070	.382	92.644
27 ROUTINE_NOISE.DEGRADE	1967	.363	93.007
28 FUNCTION_FEBA.BAND	1694	.312	93.319
29 ROUTINE_VOLLEY	1502	.277	93.597
30 EVENT_CFR.ACTIVATION	1494	.276	93.872
31 ROUTINE_OUTPUT.ATTRITION	1469	.271	94.143
32 ROUTINE_NORMAL.F	1467	.271	94.414
33 ROUTINE_EST.COVERAGE	1365	.252	94.665
34 ROUTINE_WEIGHTED.VOLLEYS	1365	.252	94.917
35 ROUTINE_MIN.MOVE	1301	.240	95.157
36 ROUTINE_WEIBULL.F	1112	.205	95.362
37 ROUTINE_FO.DETECTION	1089	.201	95.563
38 ROUTINE_HE.OR.ICM.COMPUTATION	1057	.195	95.758
39 ROUTINE_MARGINAL.EFFECTS.ADJ	945	.174	95.932
40 EVENT_UPDATE.LOC	921	.170	96.102
41 ROUTINE_TARGET.ANALYSIS	896	.165	96.268
42 ROUTINE_GET.TERRAIN	842	.155	96.423
43 ROUTINE_GAMMA.F	794	.146	96.569
44 ROUTINE_CHANGE.LOC	771	.142	96.711
45 ROUTINE_LOS.CHECK	771	.142	96.854
46 ROUTINE_ANGLE.COMPUTE	688	.127	96.981
47 ROUTINE_CHK.COMP.TR	668	.123	97.104
48 ROUTINE_CHK.FD.TR	667	.123	97.227
49 ROUTINE_COMPUTE.D	647	.119	97.346
50 ROUTINE_FA.BN.ASGN	637	.117	97.464
51 ROUTINE_CFR.DETECTION	622	.115	97.578
52 ROUTINE_FDC.TR.DEQ	608	.112	97.691
53 ROUTINE_FINISH.COMPUTATION	608	.112	97.803

54	ROUTINE_REM.EFFECTS COMPUTATION	516	.095	97.898
55	PROCESS_FIRE MISSION	511	.094	97.992
56	ROUTINE_BTRY.FM.ENQ	511	.094	98.086
57	PROCESS_TARGET REPORT	501	.092	98.179
58	FUNCTION_ICM.WLA	493	.091	98.270
59	ROUTINE_COMPARE.TRS	478	.088	98.358
60	ROUTINE_FDC.TR ENQ	464	.086	98.443
61	ROUTINE_BTRY FM.DEQ	433	.080	98.523
62	ROUTINE_TIME REQ	412	.076	98.599
63	ROUTINE_FA.BN.MOVEMENT	386	.071	98.671
64	ROUTINE_BTRY.EFFECTS	343	.063	98.734
65	ROUTINE_UNIT ENVIR	341	.063	98.797
66	ROUTINE_EST.MIL.WORTH	302	.056	98.852
67	ROUTINE_CFR.DEGRADE	298	.055	98.907
68	ROUTINE_REQUEST.SMOKE	295	.054	98.962
69	ROUTINE_CAS.EVAL	253	.047	99.008
70	EVENT_CFR.OPERATOR	235	.043	99.052
71	EVENT_ENGAGEMENT	230	.042	99.094
72	ROUTINE_REQUEST.ILLUM	230	.042	99.137
73	ROUTINE_NEW.SEGMENT	219	.040	99.177
74	EVENT_MOVE	201	.037	99.214
75	ROUTINE_FD.EFFECTS.REQ	190	.035	99.249
76	ROUTINE_SEGMENT.ADJUST	177	.033	99.282
77	ROUTINE_LOCATE.SEARCH.AREA	171	.032	99.313
78	ROUTINE_POSITION	170	.031	99.345
79	FUNCTION_EST.TR.RANGE	164	.030	99.375
80	ROUTINE_PROXIMITY.REQ	164	.030	99.405
81	ROUTINE_CHECK.PROX	150	.028	99.433
82	ROUTINE_CHECK.FOR.MINES	149	.027	99.460
83	ROUTINE_COPY	149	.027	99.488
84	EVENT_GET.NX.ORD	139	.026	99.513
85	ROUTINE_COMPUTE.WD	131	.024	99.538
86	ROUTINE_BLOCK.LOS	130	.024	99.562
87	EVENT_ARTY.OCCUPATION	118	.022	99.583
88	ROUTINE_REQUEST.DEF.FASCAM	115	.021	99.605
89	EVENT_PDB.OPERATOR	112	.021	99.625
90	EVENT_STOP.ARTY.MOVEMENT	111	.020	99.646
91	ROUTINE_DUST.EFFECTS	96	.018	99.663
92	EVENT_START.ARTY.MOVEMENT	94	.017	99.681
93	ROUTINE_CHECK.FORCE	72	.013	99.694
94	EVENT_ACT.DEF	68	.013	99.707
95	ROUTINE_DECIDE	68	.013	99.719
96	PROCESS_WITH.DRAW	65	.012	99.731
97	ROUTINE_PREP.WITHDRAW	65	.012	99.743
98	ROUTINE_REQUEST.WD.FASCAM	65	.012	99.755
99	ROUTINE_TERM.CHECK	65	.012	99.767
100	ROUTINE_CREATE.FORCE	60	.011	99.778
101	ROUTINE_UNIT.ASSIGNMENT	60	.011	99.789
102	ROUTINE_SWITCH.FO	59	.011	99.800
103	ROUTINE_CHECK.DEAD	58	.011	99.811
104	EVENT_START.MOVE	55	.010	99.821
105	PROCESS_HOW.REPAIR	55	.010	99.831
106	ROUTINE_CHECK.LIST	48	.009	99.840
107	ROUTINE_UNIT.PRIORITY	48	.009	99.849
108	ROUTINE_END.MOVE	47	.009	99.857
109	ROUTINE_EXPONENTIAL.F	47	.009	99.866
110	ROUTINE_WHAT.NEXT	45	.008	99.874
111	EVENT_CFR.ON	44	.008	99.883
112	EVENT_ACT.MOVCOR	40	.007	99.890

114	ROUTINE_HEADING	40	.007	99.897
115	ROUTINE_CHECK.STREN	33	.006	99.903
116	EVENT_START.BATTLE	32	.006	99.909
117	ROUTINE_ADJUST	30	.006	99.915
118	ROUTINE_COMBINE.TFS	30	.006	99.920
119	ROUTINE_GENERAL.BATTLE	30	.006	99.926
120	ROUTINE_INITIAL.DETECT	30	.006	99.931
121	ROUTINE_INITIAL.MOVE	30	.006	99.937
122	ROUTINE_LINE.OF.SIGHT	30	.006	99.942
123	ROUTINE_ORIENTATION	30	.006	99.948
124	ROUTINE_EMPTY	29	.005	99.954
125	ROUTINE_PROX.POS	26	.005	99.959
126	EVENT_ACT.ATK	24	.004	99.964
127	ROUTINE_PRED.POS	24	.004	99.968
128	ROUTINE_PREPARE.LIST	24	.004	99.973
129	EVENT_BTL.ENDED	23	.004	99.977
130	ROUTINE_FIN.BATTLE	23	.004	99.981
131	ROUTINE_PGM.MSN.ASGN	18	.003	99.985
132	EVENT_ACT.MOVDIS	15	.003	99.989
133	ROUTINE_DEAD.UNIT	15	.003	99.992
134	FUNCTION_COLLISION	7	.001	99.994
135	ROUTINE_INTER.BATTLE	6	.001	99.996
136	ROUTINE_INTER.HELO	6	.001	99.997
137	PROCESS_ARTY.ASSESS	5	+9.E-04	99.998
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+4.E-04	99.999
139	ROUTINE_DESTROY.ORD	2	+4.E-04	99.999
140	ROUTINE_RESET.FEBA.SECTOR	2	+4.E-04	100.000
141	ROUTINE_ATTRIT.SENSOR	1	+2.E-04	100.000
142	''PROGRAM''_MAIN	0	0.	100.000
143	EVENT_ACT.REINF	0	0.	100.000
144	EVENT_AD.ENGAGEMENT	0	0.	100.000
145	EVENT_CHANGE.LITE	0	0.	100.000
146	EVENT_CHANGE.WEATHER	0	0.	100.000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
148	EVENT_END.SIMULATION	0	0.	100.000
149	EVENT_FEBA.SORTIE	0	0.	100.000
150	EVENT_HC.DEPART.BATTLE	0	0.	100.000
151	EVENT_HELO.ENGAGEMENT	0	0.	100.000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
154	EVENT_POSITION.REPORT	0	0.	100.000
155	EVENT_SEND.TEAM	0	0.	100.000
156	EVENT_SET.DEBUG	0	0.	100.000
157	FUNCTION_AR.PROB.DETECT	0	0.	100.000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
159	FUNCTION_STAY.TIME	0	0.	100.000
160	PROCESS_AC.ATK.TGT	0	0.	100.000
161	PROCESS_AIR.OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE.RADAR	0	0.	100.000
163	PROCESS_CAS.MISSION	0	0.	100.000
164	PROCESS_FORWARD.OBSERVER	0	0.	100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
166	PROCESS_HC.RETURN.FARRP	0	0.	100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER.FIRE	0	0.	100.000
169	PROCESS_MINE.ASSESS	0	0.	100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000

172	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
173	ROUTINE_AC.DF_EFFECTS	0	0.	100.000
174	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
175	ROUTINE_AD.SHOOT	0	0.	100.000
176	ROUTINE_AMMO.RPT	0	0.	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
178	ROUTINE_AO.DETECTION	0	0.	100.000
179	ROUTINE_AR.DETECTION	0	0.	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 542160

CPU USAGE FOR SIMULATED HOUR 10. = 1191.71 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 11. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	134240	18.805	18.805
2 FUNCTION_ACT.RANGE	106157	14.871	33.676
3 ROUTINE_RANGE.COMPUTE	79777	11.176	44.852
4 ROUTINE_PROX.CHECK	71173	9.970	54.822
5 ROUTINE_JOHNSON.CRITERIA	33452	4.686	59.508
6 ROUTINE_PROB.INF	33452	4.686	64.194
7 ROUTINE_PROB.TIME	33452	4.686	68.880
8 ROUTINE_SEARCH	33452	4.686	73.566
9 ROUTINE_FRAC.COMPUTE	27016	3.785	77.351
10 ROUTINE_CONTRAST.TO.FREQ	26415	3.700	81.051
11 ROUTINE_SIZE.ESTIMATE	12373	1.733	82.784
12 ROUTINE_LOCATE.SECTOR	11747	1.646	84.430
13 PROCESS_ASSESSMENT	7849	1.100	85.530
14 ROUTINE_FINAL.COVERAGE	7141	1.000	86.530
15 ROUTINE_MRT.TO.FREQ	7037	.986	87.516
16 ROUTINE_TEMPERATURE.ATTENUATION	7037	.986	88.501
17 ROUTINE_TIME.TO.DETECT	5601	.785	89.286
18 ROUTINE_CHECK.ENGAGEMENT	5581	.782	90.068
19 ROUTINE_PDB.DETECTION	4506	.631	90.699
20 PROCESS_SHOOT.OUT	4169	.584	91.283
21 EVENT_PDB.ACTIVATION	3506	.491	91.774
22 FUNCTION_COMBINATIONS	3350	.469	92.244
23 ROUTINE_DEQ.FEBA.SET	3286	.460	92.704
24 ROUTINE_ENQ.FEBA.SET	3270	.458	93.162
25 ROUTINE_NORMAL.F	2801	.392	93.554
26 FUNCTION_EST.RANGE	2327	.326	93.880
27 ROUTINE_NOISE.DEGRADE	2252	.315	94.196
28 ROUTINE_MIN.MOVE	2105	.295	94.491
29 FUNCTION_HE.WLA	1941	.272	94.763
30 EVENT_CFR.ACTIVATION	1758	.246	95.009
31 ROUTINE_VOLLEY	1753	.246	95.254
32 FUNCTION_FEBA.BAND	1639	.230	95.484
33 ROUTINE_CHANGE.LOC	1460	.205	95.688
34 ROUTINE_LOS.CHECK	1460	.205	95.893
35 ROUTINE_OUTPUT.ATTRITION	1439	.202	96.095
36 ROUTINE_COMPUTE.D	1368	.192	96.286
37 ROUTINE_EST.COVERAGE	1273	.178	96.465
38 ROUTINE_WEIGHTED.VOLLEYS	1273	.178	96.643
39 ROUTINE_HE.OR.ICM.COMPUTATION	1012	.142	96.785
40 ROUTINE_TARGET.ANALYSIS	950	.133	96.918
41 ROUTINE_MARGINAL.EFFECTS.ADJ	943	.132	97.050
42 ROUTINE_FO.DETECTION	941	.132	97.182
43 ROUTINE_GET.TERRAIN	920	.129	97.311
44 ROUTINE_WEIBULL.F	831	.116	97.427
45 EVENT_UPDATE.LOC	753	.105	97.532
46 ROUTINE_DUST.EFFECTS	746	.105	97.637
47 ROUTINE_CHK.COMP.TR	681	.095	97.732
48 ROUTINE_CHK.FD.TR	680	.095	97.828
49 ROUTINE_COMPARE.TRS	654	.092	97.919
50 ROUTINE_FA.BN.ASGN	627	.088	98.007
51 ROUTINE_CFR.DETECTION	626	.088	98.095
52 ROUTINE_BLOCK.LOS	605	.085	98.179
53 ROUTINE_ANGLE.COMPUTE	604	.085	98.264

54	ROUTINE_TIME.REQ	552	.077	98.341
55	ROUTINE_BTRY.FM.DEQ	519	.073	98.414
56	ROUTINE_GAMMA.F	514	.072	98.486
57	PROCESS_TARGET.REPORT	510	.071	98.558
58	PROCESS_FIRE.MISSION	499	.070	98.627
59	ROUTINE_BTRY.FM.ENQ	499	.070	98.697
60	ROUTINE_REM.EFFECTS.COMPUTATION	491	.069	98.766
61	FUNCTION_ICM.WLA	468	.066	98.832
62	ROUTINE_FDC.TR.ENQ	462	.065	98.896
63	ROUTINE_FDC.TR.DEQ	460	.064	98.961
64	ROUTINE_FINISH.COMPUTATION	460	.064	99.025
65	ROUTINE_BTRY.EFFECTS	394	.055	99.080
66	ROUTINE_UNIT.ENVIR	393	.055	99.136
67	ROUTINE_CAS.EVAL	366	.051	99.187
68	ROUTINE_FA.BN.MOVEMENT	332	.047	99.233
69	ROUTINE_SEGMENT.ADJUST	267	.037	99.271
70	ROUTINE_CFR.DEGRADE	249	.035	99.306
71	EVENT_CFR.OPERATOR	244	.034	99.340
72	ROUTINE_NEW.SEGMENT	240	.034	99.373
73	ROUTINE_POSITION	238	.033	99.407
74	ROUTINE_REQUEST.SMOKE	223	.031	99.438
75	EVENT_MOVE	215	.030	99.468
76	ROUTINE_EST.MIL.WORTH	215	.030	99.498
77	FUNCTION_EST.TR.RANGE	196	.027	99.526
78	ROUTINE_PROXIMITY.REQ	196	.027	99.553
79	EVENT_ENGAGEMENT	182	.025	99.579
80	ROUTINE_REQUEST.ILLUM	182	.025	99.604
81	ROUTINE_FD.EFFECTS.REQ	163	.023	99.627
82	ROUTINE_COPY	154	.022	99.649
83	ROUTINE_CHECK.PROX	146	.020	99.669
84	ROUTINE_CHECK.FOR.MINES	137	.019	99.688
85	ROUTINE_DECIDE	121	.017	99.705
86	ROUTINE_REQUEST.DEF.FASCAM	112	.016	99.721
87	ROUTINE_LOCATE.SEARCH.AREA	105	.015	99.736
88	EVENT_PDB.OPERATOR	99	.014	99.749
89	ROUTINE_COMPUTE.WD	93	.013	99.762
90	EVENT_ARTY.OCCUPATION	91	.013	99.775
91	EVENT_STOP.ARTY.MOVEMENT	91	.013	99.788
92	EVENT_GET.NX.ORD	85	.012	99.800
93	EVENT_START.ARTY.MOVEMENT	82	.011	99.811
94	PROCESS_HOW.REPAIR	57	.008	99.819
95	ROUTINE_EXPONENTIAL.F	57	.008	99.827
96	ROUTINE_PRED.POS	57	.008	99.835
97	EVENT_START.MOVE	55	.008	99.843
98	EVENT_ACT.DEF	47	.007	99.850
99	ROUTINE_CHECK.DEAD	46	.006	99.856
100	ROUTINE_COMBINE.TRS	46	.006	99.862
101	ROUTINE_CREATE.FORCE	46	.006	99.869
102	ROUTINE_SWITCH.FO	46	.006	99.875
103	ROUTINE_UNIT.ASSIGNMENT	46	.006	99.882
104	PROCESS_ARTY.ASSESS	42	.006	99.888
105	EVENT_CFR.OFF	41	.006	99.893
106	EVENT_CFR.ON	41	.006	99.899
107	PROCESS_WITH.DRAW	41	.006	99.905
108	ROUTINE_PREP.WITHDRAW	41	.006	99.911
109	ROUTINE_REQUEST.WD.FASCAM	41	.006	99.916
110	ROUTINE_TERM.CHECK	40	.006	99.922
111	EVENT_ACT.MOVCOR	37	.005	99.927
112	ROUTINE_HEADING	35	.005	99.932

113	ROUTINE_CHECK.FORCE	30	.004	99.936
114	ROUTINE_END.MOVE	28	.004	99.940
115	ROUTINE_CHECK.LIST	26	.004	99.944
116	ROUTINE_CHECK.STREN	24	.003	99.947
117	ROUTINE_UNIT.PRIORITY	24	.003	99.951
118	ROUTINE_WHAT.NEXT	24	.003	99.954
119	EVENT_START.BATTLE	23	.003	99.957
120	ROUTINE_ADJUST	23	.003	99.960
121	ROUTINE_EMPTY	23	.003	99.964
122	ROUTINE_GENERAL.BATTLE	23	.003	99.967
123	ROUTINE_INITIAL.DETECT	23	.003	99.970
124	ROUTINE_INITIAL.MOVE	23	.003	99.973
125	ROUTINE_LINE.OF.SIGHT	23	.003	99.976
126	ROUTINE_ORIENTATION	23	.003	99.980
127	ROUTINE_PGM.MSN.ASGN	21	.003	99.983
128	EVENT_ACT.MOVDIS	18	.003	99.985
129	ROUTINE_DEAD.UNIT	16	.002	99.987
130	ROUTINE_PROX.POS	13	.002	99.989
131	EVENT_ACT.ATK	12	.002	99.991
132	EVENT_BTL.ENDED	12	.002	99.993
133	ROUTINE_FIN.BATTLE	12	.002	99.994
134	ROUTINE_PREPARE.LIST	12	.002	99.996
135	ROUTINE_INTER.BATTLE	11	.002	99.997
136	ROUTINE_INTER.HELO	11	.002	99.999
137	ROUTINE_DESTROY.ORD	5	+7.E-04	100.000
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+3.E-04	100.000
139	''PROGRAM''_MAIN	0	0.	100.000
140	EVENT_ACT.REINF	0	0.	100.000
141	EVENT_AD.ENGAGEMENT	0	0.	100.000
142	EVENT_CHANGE.LITE	0	0.	100.000
143	EVENT_CHANGE.WEATHER	0	0.	100.000
144	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
145	EVENT_END.SIMULATION	0	0.	100.000
146	EVENT_FEBA.SORTIE	0	0.	100.000
147	EVENT_HC.DEPART.BATTLE	0	0.	100.000
148	EVENT_HELO.ENGAGEMENT	0	0.	100.000
149	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
150	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
151	EVENT_POSITION.REPORT	0	0.	100.000
152	EVENT_SEND.TEAM	0	0.	100.000
153	EVENT_SET.DEBUG	0	0.	100.000
154	FUNCTION_AR.PROB.DETECT	0	0.	100.000
155	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
156	FUNCTION_COLLISION	0	0.	100.000
157	FUNCTION_STAY.TIME	0	0.	100.000
158	PROCESS_AC.ATK.TGT	0	0.	100.000
159	PROCESS_AIR.OBSERVER	0	0.	100.000
160	PROCESS_AIRBORNE.RADAR	0	0.	100.000
161	PROCESS_CAS.MISSION	0	0.	100.000
162	PROCESS_FORWARD.OBSERVER	0	0.	100.000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
164	PROCESS_HC.RETURN.FARRP	0	0.	100.000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER.FIRE	0	0.	100.000
167	PROCESS_MINE.ASSESS	0	0.	100.000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
170	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
171	ROUTINE_AC.DF.EFFECTS	0	0.	100.000

172	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO.DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BTL.CHECK	0	0.	100.000
181	ROUTINE_BTRY.INPUT	0	0.	100.000
182	ROUTINE_CAT.TU.INPUT	0	0.	100.000
183	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE.TEAMS	0	0.	100.000
185	ROUTINE_DECISION.INPUT	0	0.	100.000
186	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 713853

CPU USAGE FOR SIMULATED HOUR 11. = 1532.83 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 12. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	60853	18.589	18.589
2 ROUTINE_PK.COMPUTE	49309	15.063	33.652
3 ROUTINE_RANGE.COMPUTE	30839	9.421	43.072
4 ROUTINE_PROX.CHECK	26223	8.010	51.083
5 ROUTINE_FRAC.COMPUTE	22868	6.986	58.069
6 ROUTINE_JOHNSON.CRITERIA	10481	3.202	61.270
7 ROUTINE_PROB.INF	10481	3.202	64.472
8 ROUTINE_PROB.TIME	10481	3.202	67.674
9 ROUTINE_SEARCH	10481	3.202	70.875
10 ROUTINE_SIZE.ESTIMATE	9409	2.874	73.750
11 ROUTINE_LOCATE.SECTOR	8573	2.619	76.368
12 ROUTINE_CONTRAST.TO.FREQ	8437	2.577	78.946
13 ROUTINE_FINAL.COVERAGE	5832	1.782	80.727
14 ROUTINE_TIME.TO.DETECT	3549	1.084	81.811
15 ROUTINE_PDB.DETECTION	3384	1.034	82.845
16 PROCESS_ASSESSMENT	2976	.909	83.754
17 FUNCTION_COMBINATIONS	2769	.846	84.600
18 ROUTINE_CHECK.ENGAGEMENT	2746	.839	85.439
19 EVENT_PDB.ACTIVATION	2709	.828	86.266
20 PROCESS_SHOOT.OUT	2453	.749	87.016
21 ROUTINE_DEQ.FEBA.SET	2070	.632	87.648
22 ROUTINE_ENQ.FEBA.SET	2061	.630	88.278
23 ROUTINE_MRT.TO.FREQ	2044	.624	88.902
24 ROUTINE_TEMPERATURE.ATTENUATION	2044	.624	89.526
25 ROUTINE_NORMAL.F	1886	.576	90.103
26 FUNCTION_EST.RANGE	1840	.562	90.665
27 ROUTINE_NOISE.DEGRADE	1694	.517	91.182
28 FUNCTION_HE.WLA	1496	.457	91.639
29 EVENT_CFR.ACTIVATION	1354	.414	92.053
30 ROUTINE_VOLLEY	1354	.414	92.466
31 ROUTINE_OUTPUT.ATTRITION	1323	.404	92.870
32 FUNCTION_FEBA.BAND	1278	.390	93.261
33 ROUTINE_MIN.MOVE	1176	.359	93.620
34 ROUTINE_EST.COVERAGE	982	.300	93.920
35 ROUTINE_WEIGHTED.VOLLEYS	982	.300	94.220
36 ROUTINE_CHANGE.LOC	926	.283	94.503
37 ROUTINE_LOS.CHECK	926	.283	94.786
38 ROUTINE_COMPUTE.D	891	.272	95.058
39 ROUTINE_HE.OR.ICM.COMPUTATION	743	.227	95.285
40 ROUTINE_MARGINAL.EFFECTS.ADJ	736	.225	95.510
41 ROUTINE_GET.TERRAIN	715	.218	95.728
42 ROUTINE_TARGET.ANALYSIS	650	.199	95.927
43 ROUTINE_FA.BN.ASGN	535	.163	96.090
44 ROUTINE_COMPARE.TRS	525	.160	96.251
45 ROUTINE_CHK.COMP.TR	520	.159	96.409
46 ROUTINE_CHK.FD.TR	519	.159	96.568
47 ROUTINE_CFR.DETECTION	504	.154	96.722
48 ROUTINE_DUST.EFFECTS	480	.147	96.869
49 ROUTINE_TIME.REQ	465	.142	97.011
50 ROUTINE_BTRY.FM.DEQ	404	.123	97.134
51 ROUTINE_GAMMA.F	398	.122	97.256
52 ROUTINE_FDC.TR.DEQ	397	.121	97.377
53 ROUTINE_FINISH.COMPUTATION	397	.121	97.498

54	PROCESS_FIRE.MISSION	391	.119	97.618
55	ROUTINE_BTRY.FM.ENQ	391	.119	97.737
56	ROUTINE_REM.EFFECTS.COMPUTATION	386	.118	97.855
57	ROUTINE_FO.DETECTION	384	.117	97.972
58	EVENT_UPDATE.LOC	382	.117	98.089
59	FUNCTION_ICM.WLA	357	.109	98.198
60	PROCESS_TARGET.REPORT	350	.107	98.305
61	ROUTINE_FA.BN.MOVEMENT	344	.105	98.410
62	ROUTINE_FDC.TR.ENQ	337	.103	98.513
63	ROUTINE_ANGLE.COMPUTE	327	.100	98.613
64	ROUTINE_BTRY.EFFECTS	307	.094	98.707
65	ROUTINE_UNIT.ENVIR	303	.093	98.799
66	ROUTINE_WEIBULL.F	289	.088	98.887
67	EVENT_CFR.OPERATOR	240	.073	98.961
68	ROUTINE_CFR.DEGRADE	223	.068	99.029
69	ROUTINE_BLOCK.LOS	198	.060	99.089
70	ROUTINE_EST.MIL.WORTH	193	.059	99.148
71	ROUTINE_FD.EFFECTS.REQ	152	.046	99.195
72	ROUTINE_CHECK.PROX	146	.045	99.239
73	ROUTINE_SEGMENT.ADJUST	138	.042	99.282
74	ROUTINE_POSITION	120	.037	99.318
75	FUNCTION_EST.TR.RANGE	118	.036	99.354
76	ROUTINE_PROXIMITY.REQ	118	.036	99.390
77	ROUTINE_COPY	104	.032	99.422
78	EVENT_PDB.OPERATOR	103	.031	99.454
79	ROUTINE_CHECK.FOR.MINES	101	.031	99.484
80	ROUTINE_REQUEST.SMOKE	86	.026	99.511
81	EVENT_MOVE	77	.024	99.534
82	EVENT_ARTY.OCCUPATION	75	.023	99.557
83	ROUTINE_LOCATE.SEARCH.AREA	75	.023	99.580
84	EVENT_START.ARTY.MOVEMENT	73	.022	99.602
85	EVENT_STOP.ARTY.MOVEMENT	73	.022	99.625
86	EVENT_ENGAGEMENT	72	.022	99.647
87	ROUTINE_REQUEST.ILLUM	72	.022	99.669
88	ROUTINE_CAS.EVAL	71	.022	99.690
89	ROUTINE_NEW.SEGMENT	67	.020	99.711
90	ROUTINE_REQUEST.DEF.FASCAM	48	.015	99.725
91	ROUTINE_EXPONENTIAL.F	46	.014	99.739
92	EVENT_GET.NX.ORD	45	.014	99.753
93	PROCESS_HOW.REPAIR	44	.013	99.767
94	EVENT_CFR.OFF	43	.013	99.780
95	EVENT_CFR.ON	40	.012	99.792
96	ROUTINE_DECIDE	38	.012	99.804
97	ROUTINE_COMPUTE.WD	35	.011	99.814
98	EVENT_START.MOVE	28	.009	99.823
99	ROUTINE_CHECK.DEAD	28	.009	99.831
100	ROUTINE_CREATE.FORCE	28	.009	99.840
101	ROUTINE_SWITCH.FO	28	.009	99.848
102	ROUTINE_UNIT.ASSIGNMENT	28	.009	99.857
103	ROUTINE_PRED.POS	25	.008	99.865
104	EVENT_ACT.MOVCOR	24	.007	99.872
105	ROUTINE_PGM.MSN.ASGN	24	.007	99.879
106	EVENT_ACT.DEF	22	.007	99.886
107	PROCESS_ARTY.ASSESS	20	.006	99.892
108	ROUTINE_HEADING	17	.005	99.897
109	ROUTINE_CHECK.FORCE	16	.005	99.902
110	ROUTINE_CHECK.STREN	16	.005	99.907
111	ROUTINE_UNIT.PRIORITY	16	.005	99.912
112	ROUTINE_WHAT.NEXT	16	.005	99.917

113	EVENT_START.BATTLE	14	.004	99.921
114	PROCESS_WITH.DRAW	14	.004	99.925
115	ROUTINE_ADJUST	14	.004	99.930
116	ROUTINE_EMPTY	14	.004	99.934
117	ROUTINE_GENERAL.BATTLE	14	.004	99.938
118	ROUTINE_INITIAL.DETECT	14	.004	99.943
119	ROUTINE_INITIAL.MOVE	14	.004	99.947
120	ROUTINE_LINE.OF.SIGHT	14	.004	99.951
121	ROUTINE_ORIENTATION	14	.004	99.955
122	ROUTINE_PREP.WITHDRAW	14	.004	99.960
123	ROUTINE_REQUEST.WD.FASCAM	14	.004	99.964
124	ROUTINE_END.MOVE	13	.004	99.968
125	ROUTINE_TERM.CHECK	13	.004	99.972
126	ROUTINE_CHECK.LIST	11	.003	99.975
127	ROUTINE_COMBINE.TRS	10	.003	99.978
128	ROUTINE_PROX.POS	10	.003	99.981
129	EVENT_ACT.ATK	8	.002	99.984
130	EVENT_BTL.ENDED	8	.002	99.986
131	ROUTINE_FIN.BATTLE	8	.002	99.989
132	ROUTINE_PREPARE.LIST	8	.002	99.991
133	ROUTINE_INTER.BATTLE	6	.002	99.993
134	ROUTINE_INTER.HELO	6	.002	99.995
135	EVENT_ACT.MOVDIS	4	.001	99.996
136	ROUTINE_DEAD.UNIT	4	.001	99.997
137	ROUTINE_RESET.FEBA.SECTOR	4	.001	99.998
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.999
139	EVENT_CHANGE.WEATHER	1	+3.E-04	99.999
140	FUNCTION_COLLISION	1	+3.E-04	100.000
141	ROUTINE_DQ.CMSN.QUEUE	1	+3.E-04	100.000
142	''PROGRAM''_MAIN	0	0.	100.000
143	EVENT_ACT.REINF	0	0.	100.000
144	EVENT_AD.ENGAGEMENT	0	0.	100.000
145	EVENT_CHANGE.LITE	0	0.	100.000
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
147	EVENT_END.SIMULATION	0	0.	100.000
148	EVENT_FEBA.SORTIE	0	0.	100.000
149	EVENT_HC.DEPART.BATTLE	0	0.	100.000
150	EVENT_HELO.ENGAGEMENT	0	0.	100.000
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
153	EVENT_POSITION.REPORT	0	0.	100.000
154	EVENT_SEND.TEAM	0	0.	100.000
155	EVENT_SET.DEBUG	0	0.	100.000
156	FUNCTION_AR.PROB.DETECT	0	0.	100.000
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
158	FUNCTION_STAY.TIME	0	0.	100.000
159	PROCESS_AC.ATK.TGT	0	0.	100.000
160	PROCESS_AIR.OBSERVER	0	0.	100.000
161	PROCESS_AIRBORNE.RADAR	0	0.	100.000
162	PROCESS_CAS.MISSION	0	0.	100.000
163	PROCESS_FORWARD.OBSERVER	0	0.	100.000
164	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
165	PROCESS_HC.RETURN.FARRP	0	0.	100.000
166	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
167	PROCESS_HELICOPTER.FIRE	0	0.	100.000
168	PROCESS_MINE.ASSESS	0	0.	100.000
169	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
170	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
171	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

172	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
173	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
174	ROUTINE_AD.SHOOT	0	0.	100.000
175	ROUTINE_AMMO.RPT	0	0.	100.000
176	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
177	ROUTINE_AO.DETECTION	0	0.	100.000
178	ROUTINE_AR.DETECTION	0	0.	100.000
179	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DESTROY.ORD	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD MOVCOR	0	0.	100.000
232	ROUTINE_ORD MOVDIS	0	0.	100.000
233	ROUTINE_ORD REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 327358

CPU USAGE FOR SIMULATED HOUR 12. = 814.74 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 13. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE.COMPUTE	119608	15.624	15.624
2 ROUTINE_PK.COMPUTE	77400	10.110	25.734
3 FUNCTION_ACT.RANGE	76785	10.030	35.764
4 ROUTINE_TIME.TO.DETECT	69257	9.047	44.811
5 ROUTINE_JOHNSON.CRITERIA	43842	5.727	50.538
6 ROUTINE_PROB.INF	43842	5.727	56.264
7 ROUTINE_PROB.TIME	43842	5.727	61.991
8 ROUTINE_SEARCH	43842	5.727	67.718
9 ROUTINE_PROX.CHECK	41189	5.380	73.098
10 ROUTINE_CONTRAST.TO.FREQ	38865	5.077	78.175
11 ROUTINE_FRAC.COMPUTE	20248	2.645	80.820
12 ROUTINE_CHECK.ENGAGEMENT	18543	2.422	83.242
13 ROUTINE_LOCATE.SECTOR	17328	2.263	85.506
14 ROUTINE_SIZE.ESTIMATE	9821	1.283	86.789
15 ROUTINE_DEQ.FEBA.SET	6716	.877	87.666
16 ROUTINE_ENQ.FEBA.SET	6710	.876	88.542
17 ROUTINE_MIN.MOVE	6016	.786	89.328
18 ROUTINE_FINAL.COVERAGE	5175	.676	90.004
19 ROUTINE_MRT.TO.FREQ	4977	.650	90.654
20 ROUTINE_TEMPERATURE.ATTENUATION	4977	.650	91.304
21 PROCESS_ASSESSMENT	4869	.636	91.940
22 ROUTINE_CHANGE.LOC	4545	.594	92.534
23 ROUTINE_LOS.CHECK	4545	.594	93.128
24 ROUTINE_COMPUTE.D	4511	.589	93.717
25 PROCESS_SHOOT.OUT	4351	.568	94.285
26 ROUTINE_PDB.DETECTION	3708	.484	94.770
27 EVENT_PDB.ACTIVATION	2808	.367	95.136
28 ROUTINE_NORMAL.F	2779	.363	95.499
29 FUNCTION_COMBINATIONS	2570	.336	95.835
30 ROUTINE_NOISE.DEGRADE	1855	.242	96.077
31 FUNCTION_EST.RANGE	1799	.235	96.312
32 FUNCTION_HE.WLA	1466	.191	96.504
33 EVENT_CFR.ACTIVATION	1407	.184	96.688
34 ROUTINE_VOLLEY	1404	.183	96.871
35 FUNCTION_FEBA.BAND	1250	.163	97.034
36 ROUTINE_BLOCK.LOS	1047	.137	97.171
37 ROUTINE_EST.COVERAGE	1022	.133	97.305
38 ROUTINE_WEIGHTED.VOLLEYS	1022	.133	97.438
39 ROUTINE_DUST.EFFECTS	934	.122	97.560
40 ROUTINE_OUTPUT.ATTRITION	901	.118	97.678
41 ROUTINE_FO.DETECTION	873	.114	97.792
42 ROUTINE_WEIBULL.F	834	.109	97.901
43 ROUTINE_GET.TERRAIN	757	.099	98.000
44 ROUTINE_HE.OR.ICM.COMPUTATION	742	.097	98.097
45 ROUTINE_MARGINAL.EFFECTS.ADJ	726	.095	98.192
46 ROUTINE_TARGET.ANALYSIS	665	.087	98.278
47 ROUTINE_SEGMENT.ADJUST	647	.085	98.363
48 ROUTINE_CFR.DETECTION	595	.078	98.441
49 ROUTINE_POSITION	580	.076	98.516
50 ROUTINE_FA.BN.ASGN	508	.066	98.583
51 ROUTINE_CHK.COMP.TR	499	.065	98.648
52 ROUTINE_CHK.FD.TR	498	.065	98.713
53 ROUTINE_COMPARE.TRS	493	.064	98.777

54	ROUTINE_TIME.REQ	441	.058	98.835
55	ROUTINE_REM.EFFECTS.COMPUTATION	421	.055	98.890
56	PROCESS_FIRE M' ON	420	.055	98.945
57	ROUTINE_BTRY.FM.ENQ	420	.055	99.000
58	ROUTINE_BTRY.FM.DEQ	413	.054	99.054
59	FUNCTION_ICM.WLA	401	.052	99.106
60	EVENT_UPDATE.LOC	386	.050	99.156
61	ROUTINE_ANGLE.COMPUTE	375	.049	99.205
62	PROCESS_TARGET.REPORT	348	.045	99.251
63	ROUTINE_FDC.TR.DEQ	337	.044	99.295
64	ROUTINE_FINISH.COMPUTATION	337	.644	99.339
65	ROUTINE_FDC.TR.ENQ	332	.043	99.382
66	ROUTINE_BTRY.EFFECTS	321	.042	99.424
67	ROUTINE_UNIT.ENVIR	321	.042	99.466
68	ROUTINE_NEW.SEGMENT	285	.037	99.503
69	ROUTINE_FA.BN.MOVEMENT	274	.036	99.539
70	ROUTINE_CFR.DEGRADE	251	.033	99.572
71	EVENT_CFR.OPERATOR	210	.027	99.599
72	ROUTINE_CHECK.PROX	203	.027	99.626
73	ROUTINE_DECIDE	190	.025	99.651
74	EVENT_MOVE	168	.022	99.673
75	ROUTINE_GAMMA.F	164	.021	99.694
76	ROUTINE_CAS.EVAL	158	.021	99.715
77	ROUTINE_EST.MIL.WORTH	145	.019	99.734
78	ROUTINE_FD.EFFECTS.REQ	137	.018	99.752
79	ROUTINE_CHECK.FOR.MINES	117	.015	99.767
80	FUNCTION_EST.TR.RANGE	111	.014	99.781
81	ROUTINE_PROXIMITY.REQ	111	.014	99.796
82	PROCESS_ARTY.ASSESS	107	.014	99.810
83	ROUTINE_REQUEST.SMOKE	106	.014	99.824
84	ROUTINE_COPY	104	.014	99.837
85	EVENT_ARTY.OCCUPATION	100	.013	99.850
86	EVENT_STOP.ARTY.MOVEMENT	98	.013	99.863
87	EVENT_ENGAGEMENT	95	.012	99.876
88	EVENT_START.ARTY.MOVEMENT	95	.012	99.888
89	ROUTINE_REQUEST.ILLUM	95	.012	99.900
90	EVENT_PDB.OPERATOR	94	.012	99.913
91	ROUTINE_REQUEST.DEF.FASCAM	65	.008	99.921
92	ROUTINE_EXPONENTIAL.F	44	.006	99.927
93	EVENT_CFR.OFF	43	.006	99.932
94	EVENT_CFR.ON	42	.005	99.938
95	PROCESS_HOW.REPAIR	34	.004	99.942
96	ROUTINE_COMPUTE.WD	34	.004	99.947
97	ROUTINE_HEADING	31	.004	99.951
98	ROUTINE_PRED.POS	30	.004	99.955
99	ROUTINE_CHECK.FORCE	26	.003	99.958
100	EVENT_START.MOVE	22	.003	99.961
101	ROUTINE_LOCATE.SEARCH.AREA	20	.003	99.964
102	EVENT_ACT.MOVCOR	19	.002	99.966
103	EVENT_GET.NX.ORD	18	.002	99.969
104	ROUTINE_END.MOVE	15	.002	99.970
105	ROUTINE_CHECK.DEAD	14	.002	99.972
106	ROUTINE_COMBINE.TRS	14	.002	99.974
107	ROUTINE_CREATE.FORCE	14	.002	99.976
108	ROUTINE_SWITCH.FO	14	.002	99.978
109	ROUTINE_UNIT.ASSIGNMENT	14	.002	99.980
110	EVENT_ACT.DEF	12	.002	99.981
111	PROCESS_WITH.DRAW	11	.001	99.983
112	ROUTINE_PREP.WITHDRAW	11	.001	99.984

113	ROUTINE_REQUEST.WD.FASCAM	11	.001	99.986
114	ROUTINE_TERM.CHECK	11	.001	99.987
115	EVENT_START.BATTLE	7	+9.E-04	99.988
116	ROUTINE_ADJUST	7	+9.E-04	99.989
117	ROUTINE_CHECK.STREN	7	+9.E-04	99.990
118	ROUTINE_EMPTY	7	+9.E-04	99.991
119	ROUTINE_GENERAL.BATTLE	7	+9.E-04	99.992
120	ROUTINE_INITIAL.DETECT	7	+9.E-04	99.992
121	ROUTINE_INITIAL.MOVE	7	+9.E-04	99.993
122	ROUTINE_LINE.OF.SIGHT	7	+9.E-04	99.994
123	ROUTINE_ORIENTATION	7	+9.E-04	99.995
124	ROUTINE_PGM.MSN.ASGN	7	.9.E-04	99.996
125	ROUTINE_INTER.BATTLE	6	+8.E-04	99.997
126	ROUTINE_INTER.HELO	6	+8.E-04	99.998
127	EVENT_ACT.MOVDIS	3	+4.E-04	99.998
128	ROUTINE_DEAD.UNIT	3	+4.E-04	99.998
129	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+3.E-04	99.999
130	ROUTINE_UNIT.PRIORITY	2	+3.E-04	99.999
131	ROUTINE_WHAT.NEXT	2	+3.E-04	99.999
132	EVENT_ACT.ATK	1	+1.E-04	99.999
133	EVENT_BTL.ENDED	1	+1.E-04	99.999
134	ROUTINE_CHECK.LIST	1	+1.E-04	100.000
135	ROUTINE_FIN.BATTLE	1	+1.E-04	100.000
136	ROUTINE_PREPARE.LIST	1	+1.E-04	100.000
137	ROUTINE_PROX.POS	1	+1.E-04	100.000
138	''PROGRAM''_MAIN	0	0.	100.000
139	EVENT_ACT.REINF	0	0.	100.000
140	EVENT_AD.ENGAGEMENT	0	0.	100.000
141	EVENT_CHANGE.LITE	0	0.	100.000
142	EVENT_CHANGE.WEATHER	0	0.	100.000
143	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
144	EVENT_END.SIMULATION	0	0.	100.000
145	EVENT_FEBA.SORTIE	0	0.	100.000
146	EVENT_HC.DEPART.BATTLE	0	0.	100.000
147	EVENT_HELO.ENGAGEMENT	0	0.	100.000
148	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
149	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
150	EVENT_POSITION.REPORT	0	0.	100.000
151	EVENT_SEND.TEAM	0	0.	100.000
152	EVENT_SET.DEBUG	0	0.	100.000
153	FUNCTION_AR.PROB.DETECT	0	0.	100.000
154	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
155	FUNCTION_COLLISION	0	0.	100.000
156	FUNCTION_STAY.TIME	0	0.	100.000
157	PROCESS_AC.ATK.TGT	0	0.	100.000
158	PROCESS_AIR.OBSERVER	0	0.	100.000
159	PROCESS_AIRBORNE.RADAR	0	0.	100.000
160	PROCESS_CAS.MISSION	0	0.	100.000
161	PROCESS_FORWARD.OBSERVER	0	0.	100.000
162	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
163	PROCESS_HC.RETURN.FARRP	0	0.	100.000
164	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
165	PROCESS_HELICOPTER.FIRE	0	0.	100.000
166	PROCESS_MINE.ASSESS	0	0.	100.000
167	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
168	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
169	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
170	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
171	ROUTINE_AC.MUNS.INPUT	0	0.	100.000

172	ROUTINE_AD.SHOOT	0	0.	100.000
173	ROUTINE_AMMO.RPT	0	0.	100.000
174	ROUTINE_ANALYSIS.OUTPUT	0	0	100.000
175	ROUTINE_AO.DETECTION	0	0.	100.000
176	ROUTINE_AR.DETECTION	0	0.	100.000
177	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
178	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
179	ROUTINE_BTL.CHECK	0	0.	100.000
180	ROUTINE_BTRY.INPUT	0	0.	100.000
181	ROUTINE_CAT.TU.INPUT	0	0.	100.000
182	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
183	ROUTINE_CREATE.TEAMS	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DESTROY.ORD	0	0.	100.000
186	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 765553

CPU USAGE FOR SIMULATED HOUR 13. = 1368.14 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 14. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	67430	16.385	16.385
2 ROUTINE_RANGE.COMPUTE	62852	15.272	31.657
3 FUNCTION_ACT.RANGE	59750	14.519	46.176
4 ROUTINE_PROX.CHECK	35704	8.676	54.851
5 ROUTINE_TIME.TO.DETECT	21550	5.236	60.088
6 ROUTINE_FRAC.COMPUTE	16188	3.934	64.021
7 ROUTINE_JOHNSON.CRITERIA	11527	2.801	66.822
8 ROUTINE_PROB.INF	11527	2.801	69.623
9 ROUTINE_PROB.TIME	11527	2.801	72.424
10 ROUTINE_SEARCH	11527	2.801	75.225
11 ROUTINE_LOCATE.SECTOR	10002	2.430	77.655
12 ROUTINE_SIZE.ESTIMATE	7540	1.832	79.488
13 ROUTINE_CHECK.ENGAGEMENT	6430	1.562	81.050
14 ROUTINE_MRT.TO.FREQ	5873	1.427	82.477
15 ROUTINE_TEMPERATURE.ATTENUATION	5873	1.427	83.904
16 ROUTINE_CONTRAST.TO.FREQ	5654	1.374	85.278
17 PROCESS_SHOOT.OUT	5649	1.373	86.651
18 ROUTINE_FINAL.COVERAGE	3984	.968	87.619
19 ROUTINE_DEQ.FEBA.SET	3540	.860	88.479
20 ROUTINE_ENQ.FEBA.SET	3538	.860	89.339
21 PROCESS_ASSESSMENT	3245	.788	90.127
22 ROUTINE_WEIBULL.F	2936	.713	90.841
23 ROUTINE_PDB.DETECTION	2673	.650	91.490
24 FUNCTION_COMBINATIONS	2262	.550	92.040
25 EVENT_PDB.ACTIVATION	2039	.495	92.535
26 ROUTINE_FO.DETECTION	1540	.374	92.909
27 ROUTINE_NORMAL.F	1494	.363	93.272
28 ROUTINE_NOISE.DEGRADE	1336	.325	93.597
29 FUNCTION_EST.RANGE	1244	.302	93.899
30 ROUTINE_VOLLEY	1019	.248	94.147
31 EVENT_CFR.ACTIVATION	1018	.247	94.394
32 ROUTINE_NEW.SEGMENT	1006	.244	94.639
33 FUNCTION_FEBA.BAND	876	.213	94.852
34 FUNCTION_HE.WLA	844	.205	95.057
35 ROUTINE_MIN.MOVE	782	.190	95.247
36 EVENT_UPDATE.LOC	736	.179	95.425
37 ROUTINE_OUTPUT.ATTRITION	702	.171	95.596
38 ROUTINE_CHANGE.LOC	696	.169	95.765
39 ROUTINE_LOS.CHECK	696	.169	95.934
40 ROUTINE_BLOCK.LOS	688	.167	96.101
41 ROUTINE_EST.COVERAGE	611	.148	96.250
42 ROUTINE_WEIGHTED.VOLLEYS	611	.148	96.398
43 ROUTINE_TARGET.ANALYSIS	579	.141	96.539
44 ROUTINE_GET.TERRAIN	571	.139	96.678
45 ROUTINE_ANGLE.COMPUTE	570	.139	96.816
46 ROUTINE_COMPUTE.D	531	.129	96.945
47 ROUTINE_HE.OR.ICM.COMPUTATION	490	.119	97.064
48 ROUTINE_SEGMENT.ADJUST	468	.114	97.178
49 EVENT_MOVE	464	.113	97.291
50 ROUTINE_CHK.COMP.TR	454	.110	97.401
51 ROUTINE_CHK.FD.TR	453	.110	97.511
52 ROUTINE_MARGINAL.EFFECTS.ADJ	448	.109	97.620
53 ROUTINE_POSITION	430	.104	97.725

54	ROUTINE_CFR.DETECTION	410	.100	97.824
55	ROUTINE_FA.BN.ASGN	386	.094	97.918
56	ROUTINE_DUST.EFFECTS	359	.087	98.005
57	ROUTINE_COMPARE.TRS	346	.084	98.089
58	ROUTINE_BTRY.FM.DEQ	336	.082	98.171
59	FUNCTION_ICM.WLA	309	.075	98.246
60	PROCESS_TARGET.REPORT	309	.075	98.321
61	PROCESS_FIRE.MISSION	308	.075	98.396
62	ROUTINE_BTRY.FM.ENQ	308	.075	98.471
63	ROUTINE_REM.EFFECTS.COMPUTATION	305	.074	98.545
64	ROUTINE_FDC.TR.ENQ	297	.072	98.617
65	ROUTINE_TIME.REQ	288	.070	98.687
66	ROUTINE_GAMMA.F	286	.069	98.757
67	ROUTINE_FDC.TR.DEQ	276	.067	98.824
68	ROUTINE_FINISH.COMPUTATION	276	.067	98.891
69	ROUTINE_REQUEST.SMOKE	254	.062	98.952
70	ROUTINE_BTRY.EFFECTS	236	.057	99.010
71	ROUTINE_UNIT.ENVIR	236	.057	99.067
72	ROUTINE_FA.BN.MOVEMENT	230	.056	99.123
73	ROUTINE_CHECK.PROX	220	.053	99.177
74	EVENT_ENGAGEMENT	203	.049	99.226
75	ROUTINE_REQUEST.ILLUM	203	.049	99.275
76	ROUTINE_CAS.EVAL	202	.049	99.324
77	ROUTINE_CFR.DEGRADE	193	.047	99.371
78	EVENT_CFR.OPERATOR	188	.046	99.417
79	ROUTINE_COMPUTE.WD	165	.040	99.457
80	ROUTINE_EST.MIL WORTH	133	.032	99.489
81	ROUTINE_CHECK.FOR.MINES	120	.029	99.518
82	ROUTINE_REQUEST.DEF.FASCAM	117	.028	99.547
83	PROCESS_ARTY.ASSESS	107	.026	99.573
84	ROUTINE_DECIDE	107	.026	99.599
85	EVENT_PDB.OPERATOR	104	.025	99.624
86	ROUTINE_FD.EFFECTS.REQ	90	.022	99.646
87	FUNCTION_EST.TR.RANGE	83	.020	99.666
88	ROUTINE_PROXIMITY.REQ	83	.020	99.686
89	EVENT_START.ARTY.MOVEMENT	80	.019	99.706
90	ROUTINE_COPY	79	.019	99.725
91	EVENT_STOP.ARTY.MOVEMENT	76	.018	99.743
92	EVENT_ARTY.OCCUPATION	72	.017	99.761
93	PROCESS_WITH.DRAW	51	.012	99.773
94	ROUTINE_PREP.WITHDRAW	51	.012	99.786
95	ROUTINE_REQUEST.WD.FASCAM	51	.012	99.798
96	ROUTINE_LOCATE.SEARCH.AREA	50	.012	99.810
97	ROUTINE_TERM.CHECK	50	.012	99.822
98	ROUTINE_CHECK.LIST	48	.012	99.834
99	ROUTINE_EXPONENTIAL.F	43	.010	99.844
100	EVENT_CFR.ON	41	.010	99.854
101	EVENT_GET.NX.ORD	41	.010	99.864
102	EVENT_CFR.OFF	40	.010	99.874
103	EVENT_START.MOVE	40	.010	99.884
104	EVENT_ACT.MOVDIS	32	.008	99.892
105	ROUTINE_CHECK.FORCE	32	.008	99.899
106	ROUTINE_HEADING	31	.008	99.907
107	ROUTINE_DEAD.UNIT	27	.007	99.913
108	PROCESS_HOW.REPAIR	26	.006	99.920
109	ROUTINE_PRED.POS	25	.006	99.926
110	ROUTINE_CREATE.FORCE	22	.005	99.931
111	ROUTINE_UNIT.ASSIGNMENT	22	.005	99.937
112	ROUTINE_SWITCH.FO	21	.005	99.942

113	ROUTINE_CHECK.DEAD	20	.005	99.947
114	EVENT_ACT.DEF	19	.005	99.951
115	ROUTINE_END.MOVE	12	.003	99.954
116	ROUTINE_UNIT.PRIORITY	12	.003	99.957
117	EVENT_START.BATTLE	11	.003	99.960
118	ROUTINE_ADJUST	11	.003	99.962
119	ROUTINE_CHECK.STREN	11	003	99.965
120	ROUTINE_COMBINE.TRS	11	.003	99.968
121	ROUTINE_GENERAL.BATTLE	11	.003	99.970
122	ROUTINE_INITIAL.DETECT	11	.003	99.973
123	ROUTINE_INITIAL.MOVE	11	.003	99.976
124	ROUTINE_LINE.OF.SIGHT	11	.003	99.978
125	ROUTINE_ORIENTATION	11	.003	99.981
126	EVENT_ACT.MOVCOR	10	.002	99.983
127	ROUTINE_EMPTY	10	.002	99.986
128	ROUTINE_WHAT.NEXT	9	.002	99.988
129	EVENT_ACT.ATK	6	.001	99.990
130	ROUTINE_PREPARE.LIST	6	.001	99.991
131	ROUTINE_PROX.POS	6	.001	99.992
132	EVENT_BTL.ENDED	5	.001	99.994
133	ROUTINE_FIN.BATTLE	5	.001	99.995
134	ROUTINE_INTER.BATTLE	5	.001	99.996
135	ROUTINE_INTER.HELO	5	.001	99.997
136	ROUTINE_RESET.FEBA.SECTOR	3	+7.E-04	99.998
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+5.E-04	99.999
138	FUNCTION_COLLISION	2	+5.E-04	99.999
139	ROUTINE_DESTROY.ORD	2	+5.E-04	100.000
140	EVENT_CHANGE.WEATHER	1	+2.E-04	100.000
141	ROUTINE_DQ.CMSN.QUEUE	1	+2.E-04	100.
142	''PROGRAM''_MAIN	0	0.	100.
143	EVENT_ACT.REINF	0	0.	100.
144	EVENT_AD.ENGAGEMENT	0	0.	100.
145	EVENT_CHANGE.LITE	0	0.	100.
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.
147	EVENT_END.SIMULATION	0	0.	100.
148	EVENT_FEBA.SORTIE	0	0.	100.
149	EVENT_HC.DEPART.BATTLE	0	0.	100.
150	EVENT_HELO.ENGAGEMENT	0	0.	100.
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.
153	EVENT_POSITION.REPORT	0	0.	100.
154	EVENT_SEND.TEAM	0	0.	100.
155	EVENT_SET.DEBUG	0	0.	100.
156	FUNCTION_AR.PROB.DETECT	0	0.	100.
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.
158	FUNCTION_STAY.TIME	0	0.	100.
159	PROCESS_AC.ATK.TGT	0	0.	100.
160	PROCESS_AIR.OBSERVER	0	0.	100.
161	PROCESS_AIRBORNE.RADAR	0	0.	100.
162	PROCESS_CAS.MISSION	0	0.	100.
163	PROCESS_FORWARD.OBSERVER	0	0.	100.
164	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.
165	PROCESS_HC.RETURN.FARRP	0	0.	100.
166	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.
167	PROCESS_HELICOPTER.FIRE	0	0.	100.
168	PROCESS_MINE.ASSESS	0	0.	100.
169	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.
170	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.
171	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.

172	ROUTINE_AC.DF.EFFECTS	0	0.	100.
173	ROUTINE_AC.MUNS.INPUT	0	0.	100.
174	ROUTINE_AD.SHOOT	0	0.	100.
175	ROUTINE_AMMO.RPT	0	0.	100.
176	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.
177	ROUTINE_AO.DETECTION	0	0.	100.
178	ROUTINE_AR.DETECTION	0	0.	100.
179	ROUTINE_ATTRIT.SENSOR	0	0.	100.
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.
181	ROUTINE_BTL.CHECK	0	0.	100.
182	ROUTINE_BTRY.INPUT	0	0.	100.
183	ROUTINE_CAT.TU.INPUT	0	0.	100.
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.
185	ROUTINE_CREATE.TEAMS	0	0.	100.
186	ROUTINE_DECISION.INPUT	0	0.	100.
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.
188	ROUTINE_END.CAS.MISSION	0	0.	100.
189	ROUTINE_EQ.TE.INPUT	0	0.	100.
190	ROUTINE_ERROR.STOP	0	0.	100.
191	ROUTINE_FARRP.CHECK	0	0.	100.
192	ROUTINE_FARRP.INPUT	0	0.	100.
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.
194	ROUTINE_FBN.FD.INPUT	0	0.	100.
195	ROUTINE_FEBA.INITIAL	0	0.	100.
196	ROUTINE_FILE.FD.SCHD	0	0.	100.
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.
198	ROUTINE_FIND.START.TIME	0	0.	100.
199	ROUTINE_FLIGHT.PATH	0	0.	100.
200	ROUTINE_FORM.TF.LIST	0	0.	100.
201	ROUTINE_FORPOSITION.OUT	0	0.	100.
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.
203	ROUTINE_HC.DISENGAGE	0	0.	100.
204	ROUTINE_HC.EMPTY	0	0.	100.
205	ROUTINE_HE.LA.INPUT	0	0.	100.
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.
209	ROUTINE_ILLUM.INPUT	0	0.	100.
210	ROUTINE_INIT.REINF	0	0.	100.
211	ROUTINE_KV.INPUT	0	0.	100.
212	ROUTINE_KV.PRINT	0	0.	100.
213	ROUTINE_KV.SCOREBOARD	0	0.	100.
214	ROUTINE_LINE.CIRCLE	0	0.	100.
215	ROUTINE_MADS.INPUT	0	0.	100.
216	ROUTINE_MAIN1	0	0.	100.
217	ROUTINE_MAIN2	0	0.	100.
218	ROUTINE_MAIN3	0	0.	100.
219	ROUTINE_MAO.INPUT	0	0.	100.
220	ROUTINE_MCFR.INPUT	0	0.	100.
221	ROUTINE_MFO.INPUT	0	0.	100.
222	ROUTINE_MINE.DELAY	0	0.	100.
223	ROUTINE_MINE.EFFECTS	0	0.	100.
224	ROUTINE_MINE.INPUT	0	0.	100.
225	ROUTINE_MPDB.INPUT	0	0.	100.
226	ROUTINE_MUNS.INPUT	0	0.	100.
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.
228	ROUTINE_ORD.ATK	0	0.	100.
229	ROUTINE_ORD.DEF	0	0.	100.
230	ROUTINE_ORD.MOVCOR	0	0.	100.

231	ROUTINE_ORD.MOVDIS	0	0.	100.
232	ROUTINE_ORD.REINF	0	0.	100.
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
234	ROUTINE_P.E.M.INPUT	0	0.	100.
235	ROUTINE_PGM.INPUT	0	0.	100.
236	ROUTINE_PGM.MSN.ASGN	0	0.	100.
237	ROUTINE_PIR.DETECTION	0	0.	100.
238	ROUTINE_PK.INPUT	0	0.	100.
239	ROUTINE_PLAT.COUNT	0	0.	100.
240	ROUTINE_READ.ORDERS	0	0.	100.
241	ROUTINE_REIN.ARRIVE	0	0.	100.
242	ROUTINE_REPLACE.HC	0	0.	100.
243	ROUTINE_REQUEST.FASCAM	0	0.	100.
244	ROUTINE_RPV.DETECTION	0	0.	100.
245	ROUTINE_RUL.EN.INPUT	0	0.	100.
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.
247	ROUTINE_SENSOR.INPUT	0	0.	100.
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.
250	ROUTINE_SMOKE.INPUT	0	0.	100.
251	ROUTINE_SNAP.R	0	0.	100.
252	ROUTINE_SNAP2	0	0.	100.
253	ROUTINE_ST.INPUT	0	0.	100.
254	ROUTINE_SUBM.INPUT	0	0.	100.
255	ROUTINE_SYS.INPUT	0	0.	100.
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.
257	ROUTINE_TACAIR.INPUT	0	0.	100.
258	ROUTINE_TB.INPUT	0	0.	100.
259	ROUTINE_TBF.INPUT	0	0.	100.
260	ROUTINE_TR.INPUT	0	0.	100.
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.
263	ROUTINE_UNIT.INPUT	0	0.	100.
264	ROUTINE_VIS.INPUT	0	0.	100.

TOTAL INVOCATIONS = 411541

CPU USAGE FOR SIMULATED HOUR 14. = 1026.07 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 15. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	44259	32.732	32.732
2 ROUTINE_FRAC.COMPUTE	16916	12.510	45.242
3 ROUTINE_PK.COMPUTE	9751	7.211	52.453
4 ROUTINE_SIZE.ESTIMATE	7012	5.186	57.639
5 ROUTINE_LOCATE.SECTOR	6090	4.504	62.143
6 ROUTINE_RANGE.COMPUTE	5525	4.086	66.229
7 ROUTINE_PROX.CHECK	5355	3.960	70.189
8 ROUTINE_FINAL.COVERAGE	4106	3.037	73.226
9 ROUTINE_PDB.DETECTION	2606	1.927	75.153
10 EVENT_PDB.ACTIVATION	1984	1.467	76.621
11 FUNCTION_COMBINATIONS	1604	1.186	77.807
12 ROUTINE_DEQ.FEBA.SET	1528	1.130	78.937
13 ROUTINE_ENQ.FEBA.SET	1500	1.109	80.046
14 ROUTINE_NOISE.DEGRADE	1305	.965	81.011
15 FUNCTION_EST.RANGE	1217	.900	81.911
16 ROUTINE_VOLLEY	991	.733	82.644
17 EVENT_CFR.ACTIVATION	990	.732	83.376
18 ROUTINE_OUTPUT.ATTRITION	955	.706	84.083
19 FUNCTION_FEBA.BAND	892	.660	84.742
20 PROCESS_ASSESSMENT	875	.647	85.389
21 FUNCTION_HE.WLA	846	.626	86.015
22 PROCESS_SHOOT.OUT	839	.620	86.636
23 ROUTINE_NORMAL.F	829	.613	87.249
24 EVENT_UPDATE.LOC	749	.554	87.803
25 ROUTINE_FO.DETECTION	688	.509	88.311
26 ROUTINE_EST.COVERAGE	644	.476	88.788
27 ROUTINE_WEIGHTED.VOLLEYS	644	.476	89.264
28 ROUTINE_COMPARE.TRS	634	.469	89.733
29 ROUTINE_JOHNSON.CRITERIA	621	.459	90.192
30 ROUTINE_PROB.INF	621	.459	90.651
31 ROUTINE_PROB.TIME	621	.459	91.111
32 ROUTINE_SEARCH	621	.459	91.570
33 ROUTINE_TARGET.ANALYSIS	569	.421	91.991
34 ROUTINE_GET.TERRAIN	558	.413	92.403
35 ROUTINE_TIME.REQ	523	.387	92.790
36 ROUTINE_CHK.COMP.TR	487	.360	93.150
37 ROUTINE_CHK.FD.TR	487	.360	93.510
38 ROUTINE_HE.OR.ICM.COMPUTATION	486	.359	93.870
39 ROUTINE_MARGINAL.EFFECTS.ADJ	456	.337	94.207
40 ROUTINE_CFR.DETECTION	445	.329	94.536
41 ROUTINE_CONTRAST.TO.FREQ	411	.304	94.840
42 ROUTINE_FA.BN.ASGN	406	.300	95.140
43 FUNCTION_ICM.WLA	354	.262	95.402
44 ROUTINE_BTRY.FM.DEQ	335	.248	95.650
45 ROUTINE_FDC.TR.DEQ	323	.239	95.889
46 ROUTINE_FINISH.COMPUTATION	323	.239	96.128
47 PROCESS_TARGET.REPORT	318	.235	96.363
48 ROUTINE_REM.EFFECTS.COMPUTATION	315	.233	96.596
49 PROCESS_FIRE.MISSION	314	.232	96.828
50 ROUTINE_BTRY.FM.ENQ	314	.232	97.060
51 ROUTINE_FDC.TR.ENQ	301	.223	97.283
52 ROUTINE_FA.BN.MOVEMENT	272	.201	97.484
53 ROUTINE_BTRY.EFFECTS	232	.172	97.656

54	ROUTINE_UNIT_ENVIR	232	.172	97.827
55	EVENT_CFR.OPERATOR	217	.160	97.988
56	ROUTINE_MRT_TO_FREQ	210	.155	98.143
57	ROUTINE_TEMPERATURE_ATTENUATION	210	.155	98.298
58	ROUTINE_CFR.DEGRADE	199	.147	98.445
59	ROUTINE_EST_MIL_WORTH	140	.104	98.549
60	EVENT_PDB.OPERATOR	120	.089	98.638
61	ROUTINE_TIME_TO_DETECT	117	.087	98.724
62	ROUTINE_GAMMA.F	112	.083	98.807
63	ROUTINE_FD_EFFECTS_REQ	105	.078	98.885
64	ROUTINE_CHECK_FOR MINES	95	.070	98.955
65	EVENT_START_ARTY_MOVEMENT	92	.068	99.023
66	EVENT_ARTY_OCCUPATION	91	.067	99.090
67	EVENT_STOP_ARTY_MOVEMENT	91	.067	99.158
68	ROUTINE_COPY	89	.066	99.223
69	FUNCTION_EST_TR_RANGE	87	.064	99.288
70	ROUTINE_PROXIMITY_REQ	87	.064	99.352
71	ROUTINE_CHECK_ENGAGEMENT	72	.053	99.405
72	ROUTINE_BLOCK_LOS	66	.049	99.454
73	ROUTINE_CHECK_PROX	59	.044	99.498
74	EVENT_CFR.ON	44	.033	99.530
75	PROCESS_ARTY_ASSESS	44	.033	99.563
76	EVENT_CFR.OFF	43	.032	99.595
77	ROUTINE_EXPONENTIAL.F	35	.026	99.621
78	EVENT_GET_NX_ORD	33	.024	99.645
79	ROUTINE_DECIDE	32	.024	99.669
80	EVENT_ACT_DEF	30	.022	99.691
81	ROUTINE_END_MOVE	30	.022	99.713
82	ROUTINE_WEIBULL.F	30	.022	99.735
83	PROCESS_HOW_REPAIR	29	.021	99.757
84	ROUTINE_DUST_EFFECTS	26	.019	99.776
85	ROUTINE_ANGLE_COMPUTE	20	.015	99.791
86	EVENT_MOVE	18	.013	99.804
87	ROUTINE_CHANGE_LOC	18	.013	99.817
88	ROUTINE_LOS_CHECK	18	.013	99.831
89	ROUTINE_CAS_EVAL	17	.013	99.843
90	ROUTINE_COMBINE_TRS	17	.013	99.856
91	ROUTINE_MIN_MOVE	16	.012	99.868
92	ROUTINE_REQUEST_SMOKE	16	.012	99.879
93	ROUTINE_SEGMENT_ADJUST	15	.011	99.891
94	ROUTINE_NEW_SEGMENT	14	.010	99.901
95	EVENT_ENGAGEMENT	13	.010	99.911
96	ROUTINE_REQUEST_ILLUM	13	.010	99.920
97	ROUTINE_COMPUTE_D	12	.009	99.929
98	ROUTINE_POSITION	10	.007	99.936
99	ROUTINE_HEADING	8	.006	99.942
100	ROUTINE_CHECK_FORCE	6	.004	99.947
101	ROUTINE_COMPUTE_WD	6	.004	99.951
102	ROUTINE_LOCATE_SEARCH_AREA	6	.004	99.956
103	ROUTINE_REQUEST_DEF_FASCAM	6	.004	99.960
104	EVENT_START_MOVE	3	.002	99.962
105	PROCESS_WITH_DRAW	3	.002	99.965
106	ROUTINE_PRED_POS	3	.002	99.967
107	ROUTINE_PREP_WITHDRAW	3	.002	99.969
108	ROUTINE_REQUEST_WD_FASCAM	3	.002	99.971
109	ROUTINE_TERM_CHECK	3	.002	99.973
110	EVENT_ACT_MOVDIS	2	.001	99.975
111	EVENT_SCHEDULE_ARTY_MOVEMENT	2	.001	99.976
112	ROUTINE_CHECK_DEAD	2	.001	99.978

113	ROUTINE_CREATE.FORCE	2	.001	99.979
114	ROUTINE_DEAD.UNIT	2	.001	99.981
115	ROUTINE_RESET.FEBA.SECTOR	2	.001	99.982
116	ROUTINE_SWITCH.FO	2	.001	99.984
117	ROUTINE_UNIT.ASSIGNMENT	2	.001	99.985
118	ROUTINE_UNIT.PRIORITY	2	.001	99.987
119	ROUTINE_WHAT.NEXT	2	.001	99.988
120	EVENT_ACT.ATK	1	+7.E-04	99.989
121	EVENT_ACT.MOVCOR	1	+7.E-04	99.990
122	EVENT_BTL.ENDED	1	+7.E-04	99.990
123	EVENT_START.BATTLE	1	+7.E-04	99.991
124	ROUTINE_ADJUST	1	+7.E-04	99.992
125	ROUTINE_CHECK.LIST	1	+7.E-04	99.993
126	ROUTINE_CHECK.STREN	1	+7.E-04	99.993
127	ROUTINE_EMPTY	1	+7.E-04	99.994
128	ROUTINE_FIN.BATTLE	1	+7.E-04	99.995
129	ROUTINE_GENERAL.BATTLE	1	+7.E-04	99.996
130	ROUTINE_INITIAL.DETECT	1	+7.E-04	99.996
131	ROUTINE_INITIAL.MOVE	1	+7.E-04	99.997
132	ROUTINE_LINE.OF.SIGHT	1	+7.E-04	99.998
133	ROUTINE_ORIENTATION	1	+7.E-04	99.999
134	ROUTINE_PREPARE.LIST	1	+7.E-04	99.999
135	ROUTINE_PROX.POS	1	+7.E-04	100.000
136	''PROGRAM''_MAIN	0	0.	100.000
137	EVENT_ACT.REINF	0	0.	100.000
138	EVENT_AD.ENGAGEMENT	0	0.	100.000
139	EVENT_CHANGE.LITE	0	0.	100.000
140	EVENT_CHANGE.WEATHER	0	0.	100.000
141	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
142	EVENT_END.SIMULATION	0	0.	100.000
143	EVENT_FEBA.SORTIE	0	0.	100.000
144	EVENT_HC.DEPART.BATTLE	0	0.	100.000
145	EVENT_HELO.ENGAGEMENT	0	0.	100.000
146	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
147	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
148	EVENT_POSITION.REPORT	0	0.	100.000
149	EVENT_SEND.TEAM	0	0.	100.000
150	EVENT_SET.DEBUG	0	0.	100.000
151	FUNCTION_AR.PROB.DETECT	0	0.	100.000
152	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
153	FUNCTION_COLLISION	0	0.	100.000
154	FUNCTION_STAY.TIME	0	0.	100.000
155	PROCESS_AC.ATK.TGT	0	0.	100.000
156	PROCESS_AIR.OBSERVER	0	0.	100.000
157	PROCESS_AIRBORNE.RADAR	0	0.	100.000
158	PROCESS_CAS.MISSION	0	0.	100.000
159	PROCESS_FORWARD.OBSERVER	0	0.	100.000
160	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
161	PROCESS_HC.RETURN.FARRP	0	0.	100.000
162	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
163	PROCESS_HELICOPTER.FIRE	0	0.	100.000
164	PROCESS_MINE.ASSESS	0	0.	100.000
165	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
166	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
167	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
168	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
169	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
170	ROUTINE_AD.SHOOT	0	0.	100.000
171	ROUTINE_AMMO.RPT	0	0.	100.000

172	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
173	ROUTINE_AO.DETECTION	0	0.	100.000
174	ROUTINE_AR.DETECTION	0	0.	100.000
175	ROUTINE_ATTRIT_SENSOR	0	0.	100.000
176	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
177	ROUTINE_BTL.CHECK	0	0.	100.000
178	ROUTINE_BTRY.INPUT	0	0.	100.000
179	ROUTINE_CAT.TU.INPUT	0	0.	100.000
180	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
181	ROUTINE_CREATE.TEAMS	0	0.	100.000
182	ROUTINE_DECISION.INPUT	0	0.	100.000
183	ROUTINE_DESTROY.ORD	0	0.	100.000
184	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
185	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
186	ROUTINE_END.CAS.MISSION	0	0.	100.000
187	ROUTINE_EQ.TE.INPUT	0	0.	100.000
188	ROUTINE_ERROR.STOP	0	0.	100.000
189	ROUTINE_FARRP.CHECK	0	0.	100.000
190	ROUTINE_FARRP.INPUT	0	0.	100.000
191	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
192	ROUTINE_FBN.FD.INPUT	0	0.	100.000
193	ROUTINE_FEBA.INITIAL	0	0.	100.000
194	ROUTINE_FILE.FD.SCHD	0	0.	100.000
195	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
196	ROUTINE_FIND.START.TIME	0	0.	100.000
197	ROUTINE_FLIGHT.PATH	0	0.	100.000
198	ROUTINE_FORM.TF.LIST	0	0.	100.000
199	ROUTINE_FORPOSITION.OUT	0	0.	100.000
200	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
201	ROUTINE_HC.DISENGAGE	0	0.	100.000
202	ROUTINE_HC.EMPTY	0	0.	100.000
203	ROUTINE_HE.LA.INPUT	0	0.	100.000
204	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
205	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
206	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
207	ROUTINE_ILLUM.INPUT	0	0.	100.000
208	ROUTINE_INIT.REINF	0	0.	100.000
209	ROUTINE_INTER.BATTLE	0	0.	100.000
210	ROUTINE_INTER.HELO	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
234	ROUTINE_P[illegible]INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 135217

CPU USAGE FOR SIMULATED HOUR 15. = 455.59 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 16. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	76682	35.945	35.945
2 ROUTINE_PK.COMPUTE	29739	13.940	49.886
3 ROUTINE_RANGE.COMPUTE	19242	9.020	58.906
4 ROUTINE_FRAC.COMPUTE	17424	8.168	67.073
5 ROUTINE_PROX.CHECK	16214	7.600	74.674
6 ROUTINE_SIZE.ESTIMATE	5788	2.713	77.387
7 ROUTINE_LOCATE.SECTOR	4781	2.241	79.628
8 ROUTINE_FINAL.COVERAGE	3999	1.875	81.503
9 PROCESS_ASSESSMENT	2641	1.238	82.741
10 ROUTINE_TIME.TO.DETECT	2620	1.228	83.969
11 ROUTINE_PDB.DETECTION	2039	.956	84.925
12 EVENT_PDB.ACTIVATION	1667	.781	85.706
13 FUNCTION_COMBINATIONS	1550	.727	86.433
14 FUNCTION_EST.RANGE	1154	.541	86.974
15 PROCESS_SHOOT.OUT	1089	.510	87.484
16 ROUTINE_DEQ.FEBA.SET	1080	.506	87.990
17 ROUTINE_ENQ.FEBA.SET	1079	.506	88.496
18 ROUTINE_NOISE.DEGRADE	1022	.479	88.975
19 ROUTINE_OUTPUT.ATTRITION	968	.454	89.429
20 FUNCTION_HE.WLA	865	.405	89.834
21 ROUTINE_NORMAL.F	860	.403	90.238
22 ROUTINE_JOHNSON.CRITERIA	851	.399	90.637
23 ROUTINE_PROB.INF	851	.399	91.035
24 ROUTINE_PROB.TIME	851	.399	91.434
25 ROUTINE_SEARCH	851	.399	91.833
26 EVENT_CFR.ACTIVATION	836	.392	92.225
27 ROUTINE_VOLLEY	832	.390	92.615
28 FUNCTION_FEBA.BAND	819	.384	92.999
29 ROUTINE_FO.DETECTION	750	.352	93.351
30 ROUTINE_EST.COVERAGE	676	.317	93.668
31 ROUTINE_WEIGHTED.VOLLEYS	676	.317	93.984
32 ROUTINE_COMPARE.TRS	579	.271	94.256
33 ROUTINE_CONTRAST.TO.FREQ	560	.263	94.518
34 ROUTINE_TIME.REQ	525	.246	94.764
35 ROUTINE_TARGET.ANALYSIS	490	.230	94.994
36 ROUTINE_BLOCK.LOS	483	.226	95.221
37 ROUTINE_CHECK.ENGAGEMENT	475	.223	95.443
38 ROUTINE_GET.TERRAIN	455	.213	95.656
39 ROUTINE_HE.OR.ICM.COMPUTATION	447	.210	95.866
40 ROUTINE_MARGINAL.EFFECTS.ADJ	447	.210	96.076
41 ROUTINE_CHK.COMP.TR	392	.184	96.259
42 ROUTINE_CHK.FD.TR	391	.183	96.443
43 ROUTINE_FA.BN.ASGN	372	.174	96.617
44 FUNCTION_ICM.WLA	343	.161	96.778
45 ROUTINE_CFR.DETECTION	323	.151	96.929
46 ROUTINE_MRT.TO.FREQ	291	.136	97.066
47 ROUTINE_TEMPERATURE.ATTENUATION	291	.136	97.202
48 ROUTINE_FDC.TR.DEQ	268	.126	97.328
49 ROUTINE_FINISH.COMPUTATION	268	.126	97.453
50 PROCESS_FIRE.MISSION	267	.125	97.578
51 ROUTINE_BTRY.FM.ENQ	267	.125	97.704
52 PROCESS_TARGET.REPORT	264	.124	97.827
53 ROUTINE_REM.EFFECTS.COMPUTATION	264	.124	97.951

54	ROUTINE_BTRY.FM.DEQ	257	.120	98	072
55	ROUTINE_FDC.TR.ENQ	248	.116	98	188
56	ROUTINE_WEIBULL.F	236	.111	98	298
57	ROUTINE_FA.BN.MOVEMENT	223	.105	98	403
58	ROUTINE_BTRY.EFFECTS	200	.094	98	497
59	ROUTINE_UNIT.ENVIR	199	.093	98	590
60	ROUTINE_CFR.DEGRADE	156	.073	98	663
61	EVENT_CFR.OPERATOR	151	.071	98	734
62	ROUTINE_MIN.MOVE	134	.063	98	797
63	ROUTINE_CHANGE.LOC	131	.061	98	858
64	ROUTINE_LOS.CHECK	131	.061	98	920
65	ROUTINE_SEGMENT.ADJUST	128	.060	98	980
66	ROUTINE_CAS.EVAL	126	.059	99	039
67	EVENT_MOVE	124	.058	99	097
68	ROUTINE_COMPUTE.D	123	.058	99	154
69	EVENT_UPDATE.LOC	110	.052	99	206
70	ROUTINE_ANGLE.COMPUTE	110	.052	99	257
71	EVENT_PDB.OPERATOR	105	.049	99	307
72	ROUTINE_GAMMA.F	104	.049	99	355
73	ROUTINE_NEW.SEGMENT	104	.049	99	404
74	ROUTINE_EST.MIL.WORTH	100	.047	99	451
75	ROUTINE_FD.EFFECTS.REQ	94	.044	99	495
76	ROUTINE_DUST.EFFECTS	86	.040	99	535
77	ROUTINE_POSITION	85	.040	99	575
78	FUNCTION_EST.TR.RANGE	80	.038	99	613
79	ROUTINE_PROXIMITY.REQ	80	.038	99	650
80	ROUTINE_COPY	67	.031	99	682
81	PROCESS_ARTY.ASSESS	57	.027	99	708
82	ROUTINE_CHECK.FOR.MINES	57	.027	99	735
83	EVENT_ARTY.OCCUPATION	54	.025	99	760
84	EVENT_START.ARTY.MOVEMENT	51	.024	99	784
85	EVENT_STOP.ARTY.MOVEMENT	51	.024	99	808
86	ROUTINE_CHECK.PROX	48	.023	99	831
87	EVENT_CFR.OFF	47	.022	99	853
88	EVENT_CFR.ON	46	.022	99	874
89	ROUTINE_EXPONENTIAL.F	25	.012	99	886
90	PROCESS_HOW.REPAIR	24	.011	99	897
91	ROUTINE_DECIDE	23	.011	99	908
92	ROUTINE_REQUEST.SMOKE	17	.008	99	916
93	EVENT_ENGAGEMENT	14	.007	99	923
94	ROUTINE_COMBINE.TRS	14	.007	99	929
95	ROUTINE_REQUEST.ILLUM	14	.007	99	936
96	ROUTINE_HEADING	13	.006	99	942
97	ROUTINE_CHECK.FORCE	10	.005	99	947
98	ROUTINE_REQUEST.DEF.FASCAM	10	.005	99	951
99	ROUTINE_COMPUTE.WD	8	.004	99	955
100	EVENT_GET.NX.ORD	6	.003	99	958
101	EVENT_START.MOVE	6	.003	99	961
102	EVENT_ACT.MOVCOR	4	.002	99	962
103	ROUTINE_CHECK.DEAD	4	.002	99	964
104	ROUTINE_CREATE.FORCE	4	.002	99	966
105	ROUTINE_END.MOVE	4	.002	99	968
106	ROUTINE_PGM.MSN.ASGN	4	.002	99	970
107	ROUTINE_SWITCH.FO	4	.002	99	972
108	ROUTINE_UNIT.ASSIGNMENT	4	.002	99	974
109	PROCESS_WITH.DRAW	3	.001	99	975
110	ROUTINE_LOCATE.SEARCH.AREA	3	.001	99	977
111	ROUTINE_PREP.WITHDRAW	3	.001	99	978
112	ROUTINE_REQUEST.WD.FASCAM	3	.001	99	979

113	ROUTINE_TERM CHECK	3	.001	99.981
114	EVENT_ACT.MOVDIS	2	+9 E 04	99.982
115	EVENT_SCHEDULE.ARTY MOVEMENT	2	+9.E-04	99.983
116	EVENT_START BATTLE	2	+9.E-04	99.984
117	ROUTINE_ADJUST	2	+9.E-04	99.985
118	ROUTINE_CHECK.STREN	2	+9.E-04	99.985
119	ROUTINE_DEAD.UNIT	2	+9.E-04	99.986
120	ROUTINE_EMPTY	2	+9.E-04	99.987
121	ROUTINE_GENERAL.BATTLE	2	+9.E-04	99.988
122	ROUTINE_INITIAL.DETECT	2	+9.E-04	99.989
123	ROUTINE_INITIAL.MOVE	2	+9.E-04	99.990
124	ROUTINE_LINE.OF.SIGHT	2	+9.E-04	99.991
125	ROUTINE_ORIENTATION	2	+9.E-04	99.992
126	ROUTINE_PRED.POS	2	+9.E-04	99.993
127	ROUTINE_UNIT.PRIORITY	2	+9.E-04	99.994
128	EVENT_ACT.ATK	1	+5.E-04	99.994
129	EVENT_ACT.DEF	1	+5.E-04	99.995
130	EVENT_BTL.ENDED	1	+5.E-04	99.995
131	EVENT_CHANGE.WEATHER	1	+5.E-04	99.996
132	ROUTINE_CHECK.LIST	1	+5.E-04	99.996
133	ROUTINE_DESTROY.ORD	1	+5.E-04	99.997
134	ROUTINE_DQ.CMSN.QUEUE	1	+5.E-04	99.997
135	ROUTINE_FIN.BATTLE	1	+5.E-04	99.998
136	ROUTINE_INTER.BATTLE	1	+5.E-04	99.998
137	ROUTINE_INTER.HELO	1	+5.E-04	99.999
138	ROUTINE_PREPARE.LIST	1	+5.E-04	99.999
139	ROUTINE_PROX.POS	1	+5.E-04	100.000
140	ROUTINE_WHAT.NEXT	1	+5.E-04	100.000
141	''PROGRAM''_MAIN	0	0.	100.000
142	EVENT_ACT.REINF	0	0.	100.000
143	EVENT_AD.ENGAGEMENT	0	0.	100.000
144	EVENT_CHANGE.LITE	0	0.	100.000
145	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
146	EVENT_END.SIMULATION	0	0.	100.000
147	EVENT_FEBA.SORTIE	0	0.	100.000
148	EVENT_HC.DEPART.BATTLE	0	0.	100.000
149	EVENT_HELO.ENGAGEMENT	0	0.	100.000
150	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
151	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
152	EVENT_POSITION.REPORT	0	0.	100.000
153	EVENT_SEND.TEAM	0	0.	100.000
154	EVENT_SET.DEBUG	0	0.	100.000
155	FUNCTION_AR.PROB.DETECT	0	0.	100.000
156	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
157	FUNCTION_COLLISION	0	0.	100.000
158	FUNCTION_STAY.TIME	0	0.	100.000
159	PROCESS_AC.ATK.TGT	0	0.	100.000
160	PROCESS_AIR.OBSERVER	0	0.	100.000
161	PROCESS_AIRBORNE.RADAR	0	0.	100.000
162	PROCESS_CAS.MISSION	0	0.	100.000
163	PROCESS_FORWARD.OBSERVER	0	0.	100.000
164	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
165	PROCESS_HC.RETURN.FARRP	0	0.	100.000
166	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
167	PROCESS_HELICOPTER.FIRE	0	0.	100.000
168	PROCESS_MINE.ASSESS	0	0.	100.000
169	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
170	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
171	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

172	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
173	ROUTINE_AC.MUNS.INPUT	0	0	100.000
174	ROUTINE_AD.SHOOT	0	0.	100.000
175	ROUTINE_AMMO.RPT	0	0.	100.000
176	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
177	ROUTINE_AO.DETECTION	0	0.	100.000
178	ROUTINE_AR.DETECTION	0	0.	100.000
179	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 213329

CPU USAGE FOR SIMULATED HOUR 16. = 598.46 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 17. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	33647	40.561	40.561
2 ROUTINE_FRAC.COMPUTE	13056	15.739	56.299
3 ROUTINE_SIZE.ESTIMATE	5204	6.273	62.572
4 ROUTINE_FINAL.COVERAGE	3634	4.381	66.953
5 ROUTINE_LOCATE.SECTOR	3173	3.825	70.778
6 ROUTINE_PDB.DETECTION	1830	2.206	72.984
7 EVENT_PDB.ACTIVATION	1497	1.805	74.789
8 FUNCTION_COMBINATIONS	1074	1.295	76.083
9 ROUTINE_NOISE.DEGRADE	912	1.099	77.183
10 ROUTINE_OUTPUT.ATTRITION	875	1.055	78.238
11 FUNCTION_EST.RANGE	814	.981	79.219
12 ROUTINE_FO.DETECTION	773	.932	80.151
13 ROUTINE_VOLLEY	751	.905	81.056
14 EVENT_CFR.ACTIVATION	746	.899	81.955
15 PROCESS_SHOOT.OUT	740	.892	82.847
16 ROUTINE_NORMAL.F	712	.858	83.706
17 FUNCTION_FEBA.BAND	664	.800	84.506
18 FUNCTION_HE.WLA	623	.751	85.257
19 ROUTINE_EST.COVERAGE	530	.639	85.896
20 ROUTINE_WEIGHTED.VOLLEYS	530	.639	86.535
21 ROUTINE_GET.TERRAIN	426	.514	87.048
22 ROUTINE_DEQ.FEBA.SET	403	.486	87.534
23 ROUTINE_ENQ.FEBA.SET	402	.485	88.019
24 ROUTINE_TARGET.ANALYSIS	368	.444	88.462
25 ROUTINE_HE.OR.ICM.COMPUTATION	339	.409	88.871
26 ROUTINE_JOHNSON.CRITERIA	339	.409	89.280
27 ROUTINE_MARGINAL.EFFECTS.ADJ	339	.409	89.688
28 ROUTINE_PROB.INF	339	.409	90.097
29 ROUTINE_PROB.TIME	339	.409	90.506
30 ROUTINE_SEARCH	339	.409	90.914
31 ROUTINE_FA.BN.ASGN	325	.392	91.306
32 ROUTINE_COMPARE.TRS	318	.383	91.689
33 ROUTINE_BLOCK.LOS	307	.370	92.059
34 ROUTINE_TIME.REQ	302	.364	92.424
35 FUNCTION_ICM.WLA	298	.359	92.783
36 ROUTINE_CHK.COMP.TR	286	.345	93.128
37 ROUTINE_CHK.FD.TR	286	.345	93.472
38 ROUTINE_FA.BN.MOVEMENT	280	.338	93.810
39 ROUTINE_CFR.DETECTION	270	.325	94.135
40 ROUTINE_RANGE.COMPUTE	267	.322	94.457
41 ROUTINE_BTRY.FM.DEQ	258	.311	94.768
42 PROCESS_FIRE.MISSION	252	.304	95.072
43 ROUTINE_BTRY.FM.ENQ	252	.304	95.376
44 ROUTINE_REM.EFFECTS.COMPUTATION	250	.301	95.677
45 ROUTINE_TIME.TO.DETECT	229	.276	95.953
46 ROUTINE_FDC.TR.DEQ	222	.268	96.221
47 ROUTINE_FINISH.COMPUTATION	222	.268	96.488
48 PROCESS_TARGET.REPORT	205	.247	96.736
49 ROUTINE_FDC.TR.ENQ	185	.223	96.959
50 ROUTINE_BTRY.EFFECTS	178	.215	97.173
51 ROUTINE_UNIT.ENVIR	178	.215	97.388
52 ROUTINE_CONTRAST.TO.FREQ	171	.206	97.594
53 ROUTINE_MRT.TO.FREQ	168	.203	97.796

54	ROUTINE_TEMPERATURE.ATTENUATION	168	.203	97.999
55	ROUTINE_GAMMA.F	132	.159	98.158
56	EVENT_PDB.OPERATOR	91	.110	98.268
57	EVENT_CFR.OPERATOR	83	.100	98.368
58	EVENT_UPDATE.LOC	83	.100	98.468
59	ROUTINE_FD.EFFECTS.REQ	83	.100	98.568
60	ROUTINE_DUST.EFFECTS	72	.087	98.655
61	ROUTINE_CHECK.FOR.MINES	71	.086	98.740
62	EVENT_START.ARTY.MOVEMENT	64	.077	98.817
63	ROUTINE_CHECK.ENGAGEMENT	64	.077	98.895
64	ROUTINE_COPY	62	.075	98.969
65	ROUTINE_EST.MIL.WORTH	60	.072	99.042
66	EVENT_STOP.ARTY.MOVEMENT	58	.070	99.112
67	EVENT_ARTY.OCCUPATION	57	.069	99.180
68	ROUTINE_CFR.DEGRADE	56	.068	99.248
69	PROCESS_ARTY.ASSESS	49	.059	99.307
70	EVENT_CFR.ON	48	.058	99.365
71	EVENT_CFR.OFF	47	.057	99.421
72	ROUTINE_DECIDE	47	.057	99.478
73	FUNCTION_EST.TR.RANGE	43	.052	99.530
74	ROUTINE_PROXIMITY.REQ	43	.052	99.582
75	ROUTINE_CHECK.PROX	31	.037	99.619
76	ROUTINE_CHECK.FORCE	24	.029	99.648
77	ROUTINE_EXPONENTIAL.F	23	.028	99.676
78	ROUTINE_WEIBULL.F	23	.028	99.703
79	PROCESS_HOW.REPAIR	22	.027	99.730
80	EVENT_MOVE	16	.019	99.749
81	ROUTINE_CHANGE.LOC	16	.019	99.769
82	ROUTINE_COMPUTE.WD	16	.019	99.788
83	ROUTINE_LOS.CHECK	16	.019	99.807
84	ROUTINE_MIN.MOVE	16	.019	99.826
85	ROUTINE_COMBINE.TRS	13	.016	99.842
86	EVENT_GET.NX.ORD	12	.014	99.857
87	ROUTINE_NEW.SEGMENT	12	.014	99.871
88	ROUTINE_POSITION	11	.013	99.884
89	ROUTINE_SEGMENT.ADJUST	11	.013	99.898
90	ROUTINE_HEADING	9	.011	99.908
91	ROUTINE_LOCATE.SEARCH.AREA	9	.011	99.919
92	EVENT_ACT.DEF	7	.008	99.928
93	EVENT_START.MOVE	7	.008	99.936
94	PROCESS_WITH.DRAW	5	.006	99.942
95	ROUTINE_PREP.WITHDRAW	5	.006	99.948
96	ROUTINE_REQUEST.SMOKE	5	.006	99.954
97	ROUTINE_REQUEST.WD.FASCAM	5	.006	99.960
98	ROUTINE_TERM.CHECK	5	.006	99.966
99	EVENT_ACT.MOVCOR	4	.005	99.971
100	ROUTINE_END.MOVE	4	.005	99.976
101	EVENT_ACT.MOVDIS	3	.004	99.980
102	ROUTINE_CHECK.STREN	3	.004	99.983
103	ROUTINE_PROX.POS	3	.004	99.987
104	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.002	99.989
105	ROUTINE_CHECK.DEAD	2	.002	99.992
106	ROUTINE_WHAT.NEXT	2	.002	99.994
107	EVENT_BTL.ENDED	1	.001	99.995
108	ROUTINE_DEAD.UNIT	1	.001	99.996
109	ROUTINE_EMPTY	1	.001	99.998
110	ROUTINE_FIN.BATTLE	1	.001	99.999
111	ROUTINE_SWITCH.FO	1	.001	100.000
112	''PROGRAM''_MAIN	0	0.	100.000

113	EVENT_ACT.ATK	0	0.	100.000
114	EVENT_ACT.REINF	0	0.	100.000
115	EVENT_AD.ENGAGEMENT	0	0.	100.000
116	EVENT_CHANGE.LITE	0	0.	100.000
117	EVENT_CHANGE.WEATHER	0	0.	100.000
118	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
119	EVENT_END.SIMULATION	0	0.	100.000
120	EVENT_ENGAGEMENT	0	0.	100.000
121	EVENT_FEBA.SORTIE	0	0.	100.000
122	EVENT_HC.DEPART.BATTLE	0	0.	100.000
123	EVENT_HELO.ENGAGEMENT	0	0.	100.000
124	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
125	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
126	EVENT_POSITION.REPORT	0	0.	100.000
127	EVENT_SEND.TEAM	0	0.	100.000
128	EVENT_SET.DEBUG	0	0.	100.000
129	EVENT_START.BATTLE	0	0.	100.000
130	FUNCTION_AR.PROB.DETECT	0	0.	100.000
131	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
132	FUNCTION_COLLISION	0	0.	100.000
133	FUNCTION_STAY.TIME	0	0.	100.000
134	PROCESS_AC.ATK.TGT	0	0.	100.000
135	PROCESS_AIR.OBSERVER	0	0.	100.000
136	PROCESS_AIRBORNE.RADAR	0	0.	100.000
137	PROCESS_ASSESSMENT	0	0.	100.000
138	PROCESS_CAS.MISSION	0	0.	100.000
139	PROCESS_FORWARD.OBSERVER	0	0.	100.000
140	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
141	PROCESS_HC.RETURN.FARRP	0	0.	100.000
142	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
143	PROCESS_HELICOPTER.FIRE	0	0.	100.000
144	PROCESS_MINE.ASSESS	0	0.	100.000
145	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
146	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
147	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
148	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
149	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
150	ROUTINE_AD.SHOOT	0	0.	100.000
151	ROUTINE_ADJUST	0	0.	100.000
152	ROUTINE_AMMO.RPT	0	0.	100.000
153	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
154	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
155	ROUTINE_AO.DETECTION	0	0.	100.000
156	ROUTINE_AR.DETECTION	0	0.	100.000
157	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
158	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
159	ROUTINE_BTL.CHECK	0	0.	100.000
160	ROUTINE_BTRY.INPUT	0	0.	100.000
161	ROUTINE_CAS.EVAL	0	0.	100.000
162	ROUTINE_CAT.TU.INPUT	0	0.	100.000
163	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
164	ROUTINE_CHECK.LIST	0	0.	100.000
165	ROUTINE_COMPUTE.D	0	0.	100.000
166	ROUTINE_CREATE.FORCE	0	0.	100.000
167	ROUTINE_CREATE.TEAMS	0	0.	100.000
168	ROUTINE_DECISION.INPUT	0	0.	100.000
169	ROUTINE_DESTROY.ORD	0	0.	100.000
170	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
171	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000

172	ROUTINE_END.CAS.MISSION	0	0	100.000
173	ROUTINE_EQ.TE.INPUT	0	0	100.000
174	ROUTINE_ERROR.STOP	0	0	100.000
175	ROUTINE_FARRP.CHECK	0	0	100.000
176	ROUTINE_FARRP.INPUT	0	0	100.000
177	ROUTINE_FASCAM.COMPUTATION	0	0	100.000
178	ROUTINE_FBN.FD.INPUT	0	0	100.000
179	ROUTINE_FEBA.INITIAL	0	0	100.000
180	ROUTINE_FILE.FD.SCHD	0	0	100.000
181	ROUTINE_FILE.KAD.SENSOR	0	0	100.000
182	ROUTINE_FIND.START.TIME	0	0	100.000
183	ROUTINE_FLIGHT.PATH	0	0	100.000
184	ROUTINE_FORM.TF.LIST	0	0	100.000
185	ROUTINE_FORPOSITION.OUT	0	0	100.000
186	ROUTINE_GENERAL.BATTLE	0	0	100.000
187	ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
188	ROUTINE_HC.DISENGAGE	0	0	100.000
189	ROUTINE_HC.EMPTY	0	0	100.000
190	ROUTINE_HE.LA.INPUT	0	0	100.000
191	ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
192	ROUTINE_ILLUM.COMPUTATION	0	0	100.000
193	ROUTINE_ILLUM.EFFECTS	0	0	100.000
194	ROUTINE_ILLUM.INPUT	0	0	100.000
195	ROUTINE_INIT.REINF	0	0	100.000
196	ROUTINE_INITIAL.DETECT	0	0	100.000
197	ROUTINE_INITIAL.MOVE	0	0	100.000
198	ROUTINE_INTER.BATTLE	0	0	100.000
199	ROUTINE_INTER.HELO	0	0	100.000
200	ROUTINE_KV.INPUT	0	0	100.000
201	ROUTINE_KV.PRINT	0	0	100.000
202	ROUTINE_KV.SCOREBOARD	0	0	100.000
203	ROUTINE_LINE.CIRCLE	0	0	100.000
204	ROUTINE_LINE.OF.SIGHT	0	0	100.000
205	ROUTINE_MADS.INPUT	0	0	100.000
206	ROUTINE_MAIN1	0	0	100.000
207	ROUTINE_MAIN2	0	0	100.000
208	ROUTINE_MAIN3	0	0	100.000
209	ROUTINE_MAO.INPUT	0	0	100.000
210	ROUTINE_MCFR.INPUT	0	0	100.000
211	ROUTINE_MFO.INPUT	0	0	100.000
212	ROUTINE_MINE.DELAY	0	0	100.000
213	ROUTINE_MINE.EFFECTS	0	0	100.000
214	ROUTINE_MINE.INPUT	0	0	100.000
215	ROUTINE_MPDB.INPUT	0	0	100.000
216	ROUTINE_MUNS.INPUT	0	0	100.000
217	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
218	ROUTINE_ORD.ATK	0	0	100.000
219	ROUTINE_ORD.DEF	0	0	100.000
220	ROUTINE_ORD.MOVCOR	0	0	100.000
221	ROUTINE_ORD.MOVDIS	0	0	100.000
222	ROUTINE_ORD.REINF	0	0	100.000
223	ROUTINE_ORIENTATION	0	0	100.000
224	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
225	ROUTINE_P.E.M.INPUT	0	0	100.000
226	ROUTINE_PGM.INPUT	0	0	100.000
227	ROUTINE_PGM.MSN.ASGN	0	0	100.000
228	ROUTINE_PIR.DETECTION	0	0	100.000
229	ROUTINE_PK.COMPUTE	0	0	100.000
230	ROUTINE_PK.INPUT	0	0	100.000

231	ROUTINE_PLAT COUNT	0	0.	100.000
232	ROUTINE_PRED.POS	0	0.	100.000
233	ROUTINE_PREPARE.LIST	0	0.	100.000
234	ROUTINE_PROX CHECK	0	0.	100.000
235	ROUTINE_READ.ORDERS	0	0.	100.000
236	ROUTINE_REIN.ARRIVE	0	0.	100.000
237	ROUTINE_REPLACE.HC	0	0.	100.000
238	ROUTINE_REQUEST DEF.FASCAM	0	0.	100.000
239	ROUTINE_REQUEST FASCAM	0	0.	100.000
240	ROUTINE_REQUEST.ILLUM	0	0.	100.000
241	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
242	ROUTINE_RPV.DETECTION	0	0.	100.000
243	ROUTINE_RUL.EN.INPUT	0	0.	100.000
244	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
245	ROUTINE_SENSOR.INPUT	0	0.	100.000
246	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
247	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
248	ROUTINE_SMOKE.INPUT	0	0.	100.000
249	ROUTINE_SNAP.R	0	0.	100.000
250	ROUTINE_SNAP2	0	0.	100.000
251	ROUTINE_ST.INPUT	0	0.	100.000
252	ROUTINE_SUBM.INPUT	0	0.	100.000
253	ROUTINE_SYS.INPUT	0	0.	100.000
254	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
255	ROUTINE_TACAIR.INPUT	0	0.	100.000
256	ROUTINE_TB.INPUT	0	0.	100.000
257	ROUTINE_TBF.INPUT	0	0.	100.000
258	ROUTINE_TR.INPUT	0	0.	100.000
259	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
260	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
261	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
262	ROUTINE_UNIT.INPUT	0	0.	100.000
263	ROUTINE_UNIT.PRIORITY	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 82955

CPU USAGE FOR SIMULATED HOUR 17. = 391.89 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 18.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	14561	27.813	27.813
2 ROUTINE_FRAC.COMPUTE	12616	24.098	51.911
3 ROUTINE_SIZE.ESTIMATE	3328	6.357	58.268
4 ROUTINE_FINAL.COVERAGE	3266	6.238	64.506
5 ROUTINE_LOCATE.SECTOR	2908	5.555	70.061
6 ROUTINE_PDB.DETECTION	1399	2.672	72.733
7 EVENT_PDB.ACTIVATION	1232	2.353	75.086
8 ROUTINE_OUTPUT.ATTRITION	886	1.692	76.779
9 FUNCTION_COMBINATIONS	750	1.433	78.211
10 ROUTINE_NOISE.DEGRADE	701	1.339	79.550
11 ROUTINE_FO.DETECTION	633	1.209	80.759
12 EVENT_CFR.ACTIVATION	617	1.179	81.938
13 ROUTINE_VOLLEY	615	1.175	83.113
14 FUNCTION_EST.RANGE	496	.947	84.060
15 FUNCTION_HE.WLA	473	.903	84.964
16 FUNCTION_FEBA.BAND	468	.894	85.858
17 ROUTINE_FA.BN.MOVEMENT	401	.766	86.623
18 ROUTINE_EST.COVERAGE	400	.764	87.388
19 ROUTINE_WEIGHTED.VOLLEYS	400	.764	88.152
20 ROUTINE_NORMAL.F	388	.741	88.893
21 ROUTINE_GET.TERRAIN	353	.674	89.567
22 ROUTINE_HE.OR.ICM.COMPUTATION	246	.470	90.037
23 ROUTINE_MARGINAL.EFFECTS.ADJ	245	.468	90.505
24 PROCESS_SHOOT.OUT	233	.445	90.950
25 ROUTINE_BTRY.FM.DEQ	232	.443	91.393
26 ROUTINE_FA.BN.ASGN	222	.424	91.817
27 ROUTINE_TARGET.ANALYSIS	219	.418	92.235
28 FUNCTION_ICM.WLA	215	.411	92.646
29 ROUTINE_CFR.DETECTION	215	.411	93.057
30 ROUTINE_DEQ.FEBA.SET	202	.386	93.443
31 ROUTINE_ENQ.FEBA.SET	201	.384	93.827
32 PROCESS_FIRE.MISSION	194	.371	94.197
33 ROUTINE_BTRY.FM.ENQ	194	.371	94.568
34 ROUTINE_REM.EFFECTS.COMPUTATION	194	.371	94.938
35 ROUTINE_CHK.COMP.TR	177	.338	95.276
36 ROUTINE_CHK.FD.TR	176	.336	95.612
37 ROUTINE_COMPARE.TRS	156	.298	95.910
38 ROUTINE_BTRY.EFFECTS	152	.290	96.201
39 ROUTINE_UNIT.ENVIR	152	.290	96.491
40 ROUTINE_TIME.REQ	136	.260	96.751
41 ROUTINE_FDC.TR.DEQ	131	.250	97.001
42 ROUTINE_FINISH.COMPUTATION	131	.250	97.251
43 PROCESS_TARGET.REPORT	119	.227	97.479
44 ROUTINE_RANGE.COMPUTE	119	.227	97.706
45 ROUTINE_FDC.TR.ENQ	114	.218	97.924
46 ROUTINE_TIME.TO.DETECT	106	.202	98.126
47 ROUTINE_GAMMA.F	92	.176	98.302
48 EVENT_PDB.OPERATOR	68	.130	98.432
49 EVENT_ARTY.OCCUPATION	54	.103	98.535
50 EVENT_STOP.ARTY.MOVEMENT	54	.103	98.638
51 EVENT_START.ARTY.MOVEMENT	49	.094	98.732
52 ROUTINE_CHECK.FOR.MINES	49	.094	98.825
53 EVENT_CFR.OPERATOR	48	.092	98.917

54	EVENT_CFR.ON	46	.088	99.005
55	EVENT_CFR.OFF	44	.084	99.089
56	ROUTINE_FD.EFFECTS.REQ	43	.082	99.171
57	EVENT_UPDATE.LOC	41	.078	99.249
58	ROUTINE_EST.MIL.WORTH	40	.076	99.326
59	ROUTINE_COPY	39	.074	99.400
60	ROUTINE_CFR.DEGRADE	36	.069	99.469
61	ROUTINE_CHECK.PROX	30	.057	99.526
62	ROUTINE_EXPONENTIAL.F	21	.040	99.566
63	FUNCTION_EST.TR.RANGE	16	.031	99.597
64	ROUTINE_PROXIMITY.REQ	16	.031	99.628
65	PROCESS_ARTY.ASSESS	15	.029	99.656
66	ROUTINE_CHECK.ENGAGEMENT	15	.029	99.685
67	ROUTINE_JOHNSON.CRITERIA	14	.027	99.712
68	ROUTINE_PROB.INF	14	.027	99.738
69	ROUTINE_PROB.TIME	14	.027	99.765
70	ROUTINE_SEARCH	14	.027	99.792
71	PROCESS_HOW.REPAIR	13	.025	99.817
72	ROUTINE_DECIDE	13	.025	99.841
73	ROUTINE_CONTRAST.TO.FREQ	11	.021	99.862
74	ROUTINE_WEIBULL.F	6	.011	99.874
75	EVENT_MOVE	5	.010	99.883
76	ROUTINE_CHANGE.LOC	5	.010	99.893
77	ROUTINE_COMPUTE.WD	5	.010	99.903
78	ROUTINE_LOS.CHECK	5	.010	99.912
79	ROUTINE_MIN.MOVE	5	.010	99.922
80	ROUTINE_CHECK.FORCE	4	.008	99.929
81	ROUTINE_COMBINE.TRS	4	.008	99.937
82	ROUTINE_NEW.SEGMENT	4	.008	99.945
83	ROUTINE_POSITION	4	.008	99.952
84	ROUTINE_SEGMENT.ADJUST	4	.008	99.960
85	ROUTINE_MRT.TO.FREQ	3	.006	99.966
86	ROUTINE_TEMPERATURE.ATTENUATION	3	.006	99.971
87	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.004	99.975
88	ROUTINE_DQ.CMSN.QUEUE	2	.004	99.979
89	EVENT_ACT.DEF	1	.002	99.981
90	EVENT_CHANGE.LITE	1	.002	99.983
91	EVENT_CHANGE.WEATHER	1	.002	99.985
92	EVENT_GET.NX.ORD	1	.002	99.987
93	PROCESS_WITH.DRAW	1	.002	99.989
94	ROUTINE_END.MOVE	1	.002	99.990
95	ROUTINE_HEADING	1	.002	99.992
96	ROUTINE_PREP.WITHDRAW	1	.002	99.994
97	ROUTINE_REQUEST.SMOKE	1	.002	99.996
98	ROUTINE_REQUEST.WD.FASCAM	1	.002	99.998
99	ROUTINE_TERM.CHECK	1	.002	100.000
100	''PROGRAM''_MAIN	0	0.	100.000
101	EVENT_ACT.ATK	0	0.	100.000
102	EVENT_ACT.MOVCOR	0	0.	100.000
103	EVENT_ACT.MOVDIS	0	0.	100.000
104	EVENT_ACT.REINF	0	0.	100.000
105	EVENT_AD.ENGAGEMENT	0	0.	100.000
106	EVENT_BTL.ENDED	0	0.	100.000
107	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
108	EVENT_END.SIMULATION	0	0.	100.000
109	EVENT_ENGAGEMENT	0	0.	100.000
110	EVENT_FEBA.SORTIE	0	0.	100.000
111	EVENT_HC.DEPART.BATTLE	0	0.	100.000
112	EVENT_HELO.ENGAGEMENT	0	0.	100.000

113	EVENT_INIT.PREPLAN.CAS	0	0	100.000
114	EVENT_OFF.LINE.ATTRITION	0	0	100.000
115	EVENT_POSITION.REPORT	0	0	100.000
116	EVENT_SEND.TEAM	0	0	100.000
117	EVENT_SET.DEBUG	0	0	100.000
118	EVENT_START.BATTLE	0	0	100.000
119	EVENT_START.MOVE	0	0.	100.000
120	FUNCTION_AR.PROB.DETECT	0	0.	100.000
121	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
122	FUNCTION_COLLISION	0	0.	100.000
123	FUNCTION_STAY.TIME	0	0	100.000
124	PROCESS_AC.ATK.TGT	0	0.	100.000
125	PROCESS_AIR.OBSERVER	0	0.	100.000
126	PROCESS_AIRBORNE.RADAR	0	0.	100.000
127	PROCESS_ASSESSMENT	0	0.	100.000
128	PROCESS_CAS.MISSION	0	0.	100.000
129	PROCESS_FORWARD.OBSERVER	0	0.	100.000
130	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
131	PROCESS_HC.RETURN.FARRP	0	0.	100.000
132	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
133	PROCESS_HELICOPTER.FIRE	0	0.	100.000
134	PROCESS_MINE.ASSESS	0	0.	100.000
135	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
136	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
137	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
138	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
139	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
140	ROUTINE_AD.SHOOT	0	0.	100.000
141	ROUTINE_ADJUST	0	0.	100.000
142	ROUTINE_AMMO.RPT	0	0.	100.000
143	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
144	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
145	ROUTINE_AO.DETECTION	0	0.	100.000
146	ROUTINE_AR.DETECTION	0	0.	100.000
147	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
148	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
149	ROUTINE_BLOCK.LOS	0	0.	100.000
150	ROUTINE_BTL.CHECK	0	0.	100.000
151	ROUTINE_BTRY.INPUT	0	0.	100.000
152	ROUTINE_CAS.EVAL	0	0.	100.000
153	ROUTINE_CAT.TU.INPUT	0	0.	100.000
154	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
155	ROUTINE_CHECK.DEAD	0	0.	100.000
156	ROUTINE_CHECK.LIST	0	0.	100.000
157	ROUTINE_CHECK.STREN	0	0.	100.000
158	ROUTINE_COMPUTE.D	0	0.	100.000
159	ROUTINE_CREATE.FORCE	0	0.	100.000
160	ROUTINE_CREATE.TEAMS	0	0.	100.000
161	ROUTINE_DEAD.UNIT	0	0.	100.000
162	ROUTINE_DECISION.INPUT	0	0.	100.000
163	ROUTINE_DESTROY.ORD	0	0.	100.000
164	ROUTINE_DUST.EFFECTS	0	0.	100.000
165	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
166	ROUTINE_EMPTY	0	0.	100.000
167	ROUTINE_END.CAS.MISSION	0	0.	100.000
168	ROUTINE_EQ.TE.INPUT	0	0.	100.000
169	ROUTINE_ERROR.STOP	0	0.	100.000
170	ROUTINE_FARRP.CHECK	0	0.	100.000
171	ROUTINE_FARRP.INPUT	0	0.	100.000

172	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
173	ROUTINE_FBN.FD.INPUT	0	0.	100.000
174	ROUTINE_FEBA.INITIAL	0	0.	100.000
175	ROUTINE_FILE.FD.SCHD	0	0.	100.000
176	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
177	ROUTINE_FIN.BATTLE	0	0.	100.000
178	ROUTINE_FIND.START.TIME	0	0.	100.000
179	ROUTINE_FLIGHT.PATH	0	0.	100.000
180	ROUTINE_FORM.TF.LIST	0	0.	100.000
181	ROUTINE_FORPOSITION.OUT	0	0.	100.000
182	ROUTINE_GENERAL.BATTLE	0	0.	100.000
183	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
184	ROUTINE_HC.DISENGAGE	0	0.	100.000
185	ROUTINE_HC.EMPTY	0	0.	100.000
186	ROUTINE_HE.LA.INPUT	0	0.	100.000
187	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
188	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
189	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
190	ROUTINE_ILLUM.INPUT	0	0.	100.000
191	ROUTINE_INIT.REINF	0	0.	100.000
192	ROUTINE_INITIAL.DETECT	0	0.	100.000
193	ROUTINE_INITIAL.MOVE	0	0.	100.000
194	ROUTINE_INTER.BATTLE	0	0.	100.000
195	ROUTINE_INTER.HELO	0	0.	100.000
196	ROUTINE_KV.INPUT	0	0.	100.000
197	ROUTINE_KV.PRINT	0	0.	100.000
198	ROUTINE_KV.SCOREBOARD	0	0.	100.000
199	ROUTINE_LINE.CIRCLE	0	0.	100.000
200	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
201	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
202	ROUTINE_MADS.INPUT	0	0.	100.000
203	ROUTINE_MAIN1	0	0.	100.000
204	ROUTINE_MAIN2	0	0.	100.000
205	ROUTINE_MAIN3	0	0.	100.000
206	ROUTINE_MAO.INPUT	0	0.	100.000
207	ROUTINE_MCFR.INPUT	0	0.	100.000
208	ROUTINE_MFO.INPUT	0	0.	100.000
209	ROUTINE_MINE.DELAY	0	0.	100.000
210	ROUTINE_MINE.EFFECTS	0	0.	100.000
211	ROUTINE_MINE.INPUT	0	0.	100.000
212	ROUTINE_MPDB.INPUT	0	0.	100.000
213	ROUTINE_MUNS.INPUT	0	0.	100.000
214	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
215	ROUTINE_ORD.ATK	0	0.	100.000
216	ROUTINE_ORD.DEF	0	0.	100.000
217	ROUTINE_ORD.MOVCOR	0	0.	100.000
218	ROUTINE_ORD.MOVDIS	0	0.	100.000
219	ROUTINE_ORD.REINF	0	0.	100.000
220	ROUTINE_ORIENTATION	0	0.	100.000
221	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
222	ROUTINE_P.E.M.INPUT	0	0.	100.000
223	ROUTINE_PGM.INPUT	0	0.	100.000
224	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
225	ROUTINE_PIR.DETECTION	0	0.	100.000
226	ROUTINE_PK.COMPUTE	0	0.	100.000
227	ROUTINE_PK.INPUT	0	0.	100.000
228	ROUTINE_PLAT.COUNT	0	0.	100.000
229	ROUTINE_PRED.POS	0	0.	100.000
230	ROUTINE_PREPARE.LIST	0	0.	100.000

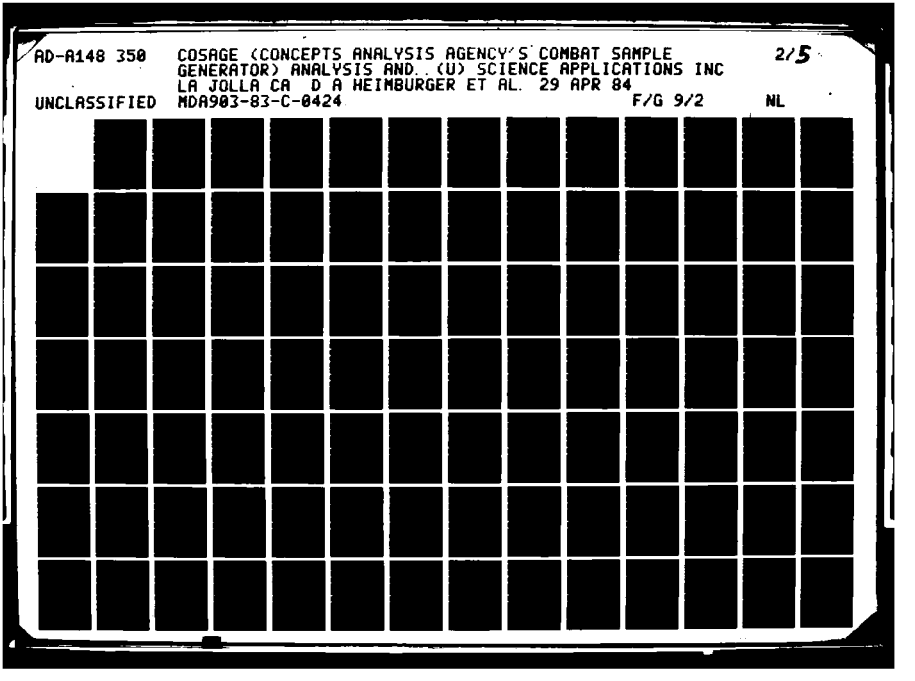
231	ROUTINE_PROX.CHECK	0	0	100.000
232	ROUTINE_PROX.POS	0	0	100.000
233	ROUTINE_READ.ORDERS	0	0	100.000
234	ROUTINE_REIN.ARRIVE	0	0	100.000
235	ROUTINE_REPLACE.HC	0	0	100.000
236	ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
237	ROUTINE_REQUEST.FASCAM	0	0	100.000
238	ROUTINE_REQUEST.ILLUM	0	0	100.000
239	ROUTINE_RESET.FEBA.SECTOR	0	0	100.000
240	ROUTINE_RPV.DETECTION	0	0	100.000
241	ROUTINE_RUL.EN.INPUT	0	0	100.000
242	ROUTINE_SEARCH.COVERAGE	0	0	100.000
243	ROUTINE_SENSOR.INPUT	0	0	100.000
244	ROUTINE_SMOKE.COMPUTATION	0	0	100.000
245	ROUTINE_SMOKE.EFFECTS	0	0	100.000
246	ROUTINE_SMOKE.INPUT	0	0	100.000
247	ROUTINE_SNAP.R	0	0	100.000
248	ROUTINE_SNAP2	0	0	100.000
249	ROUTINE_ST.INPUT	0	0	100.000
250	ROUTINE_SUBM.INPUT	0	0	100.000
251	ROUTINE_SWITCH.FO	0	0	100.000
252	ROUTINE_SYS.INPUT	0	0	100.000
253	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
254	ROUTINE_TACAIR.INPUT	0	0	100.000
255	ROUTINE_TB.INPUT	0	0	100.000
256	ROUTINE_TBF.INPUT	0	0	100.000
257	ROUTINE_TR.INPUT	0	0	100.000
258	ROUTINE_TT.FACTORS.INPUT	0	0	100.000
259	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
260	ROUTINE_UNIT.ASSIGNMENT	0	0	100.000
261	ROUTINE_UNIT.INPUT	0	0	100.000
262	ROUTINE_UNIT.PRIORITY	0	0	100.000
263	ROUTINE_VIS.INPUT	0	0	100.000
264	ROUTINE_WHAT.NEXT	0	0	100.000

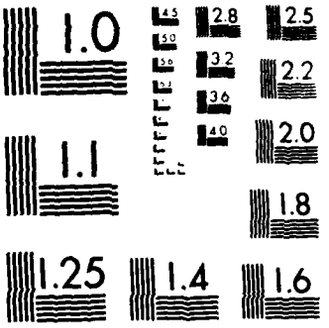
TOTAL INVOCATIONS = 52353

CPU USAGE FOR SIMULATED HOUR 18 = 313.35 SECONDS

AD-A148 350 COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE GENERATOR) ANALYSIS AND.. (U) SCIENCE APPLICATIONS INC LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84 2/5

UNCLASSIFIED MDA903-83-C-0424 F/G 9/2 NL

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COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 19. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	6843	23.387	23.387
2 ROUTINE_FRAC.COMPUTE	6572	22.461	45.848
3 ROUTINE_SIZE.ESTIMATE	2972	10.157	56.005
4 ROUTINE_FINAL.COVERAGE	1654	5.653	61.658
5 ROUTINE_LOCATE.SECTOR	1444	4.935	66.593
6 ROUTINE_PDB.DETECTION	765	2.614	69.207
7 FUNCTION_COMBINATIONS	738	2.522	71.729
8 EVENT_PDB.ACTIVATION	663	2.266	73.995
9 ROUTINE_FO.DETECTION	633	2.163	76.159
10 ROUTINE_OUTPUT.ATTRITION	403	1.377	77.536
11 ROUTINE_NOISE.DEGRADE	384	1.312	78.848
12 EVENT_CFR.ACTIVATION	332	1.135	79.983
13 ROUTINE_VOLLEY	330	1.128	81.111
14 FUNCTION_EST.RANGE	324	1.107	82.218
15 FUNCTION_FEBA.BAND	304	1.039	83.257
16 FUNCTION_HE.WLA	286	.977	84.234
17 ROUTINE_EST.COVERAGE	259	.885	85.120
18 ROUTINE_WEIGHTED.VOLLEYS	259	.885	86.005
19 ROUTINE_NORMAL.F	225	.769	86.774
20 ROUTINE_GET.TERRAIN	210	.718	87.491
21 PROCESS_SHOOT.OUT	198	.677	88.168
22 ROUTINE_DEQ.FEBA.SET	175	.598	88.766
23 ROUTINE_ENQ.FEBA.SET	175	.598	89.364
24 ROUTINE_FA.BN.MOVEMENT	175	.598	89.962
25 ROUTINE_FA.BN.ASGN	156	.533	90.496
26 ROUTINE_TARGET.ANALYSIS	156	.533	91.029
27 ROUTINE_HE.OR.ICM.COMPUTATION	148	.506	91.535
28 ROUTINE_MARGINAL.EFFECTS.ADJ	148	.506	92.040
29 FUNCTION_ICM.WLA	140	.478	92.519
30 ROUTINE_BTRY.FM.DEQ	127	.434	92.953
31 PROCESS_FIRE.MISSION	113	.386	93.339
32 ROUTINE_BTRY.FM.ENQ	113	.386	93.725
33 ROUTINE_CHK.COMP.TR	113	.386	94.111
34 ROUTINE_CHK.FD.TR	113	.386	94.498
35 ROUTINE_REM.EFFECTS.COMPUTATION	112	.383	94.880
36 ROUTINE_COMPARE.TRS	108	.369	95.249
37 ROUTINE_TIME.REQ	103	.352	95.602
38 ROUTINE_CFR.DETECTION	95	.325	95.926
39 ROUTINE_FDC.TR.DEQ	92	.314	96.241
40 ROUTINE_FINISH.COMPUTATION	92	.314	96.555
41 ROUTINE_GAMMA.F	88	.301	96.856
42 PROCESS_TARGET.REPORT	83	.284	97.139
43 ROUTINE_FDC.TR.ENQ	83	.284	97.423
44 ROUTINE_BTRY.EFFECTS	80	.273	97.697
45 ROUTINE_UNIT.ENVIR	80	.273	97.970
46 EVENT_PDB.OPERATOR	52	.178	98.148
47 EVENT_ARTY.OCCUPATION	50	.171	98.319
48 EVENT_START.ARTY.MOVEMENT	50	.171	98.489
49 EVENT_STOP.ARTY.MOVEMENT	50	.171	98.660
50 ROUTINE_CHECK.FOR.MINES	50	.171	98.831
51 EVENT_CFR.OFF	45	.154	98.985
52 EVENT_CFR.ON	44	.150	99.135
53 ROUTINE_COPY	30	.103	99.238

54	ROUTINE_EST.MIL.WORTH	29	.099	99.337
55	ROUTINE_FD.EFFECTS.REQ	29	.099	99.436
56	EVENT_UPDATE.LOC	27	.092	99.528
57	ROUTINE_CHECK.PROX	27	.092	99.621
58	ROUTINE_EXPONENTIAL.F	20	.068	99.689
59	ROUTINE_DECIDE	18	.062	99.751
60	PROCESS_ARTY.ASSESS	16	.055	99.805
61	ROUTINE_CFR.DEGRADE	13	.044	99.850
62	FUNCTION_EST.TR.RANGE	10	.034	99.884
63	PROCESS_HOW.REPAIR	10	.034	99.918
64	ROUTI[illegible] PROXIMITY.REQ	10	.034	99.952
65	EVENT_CFR.OPERATOR	8	.027	99.979
66	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.007	99.986
67	EVENT_ACT.DEF	1	.003	99.990
68	EVENT_GET.NX.ORD	1	.003	99.993
69	ROUTINE_CHECK.FORCE	1	.003	99.997
70	ROUTINE_END.MOVE	1	.003	100.000
71	''PROGRAM''_MAIN	0	0.	100.000
72	EVENT_ACT.ATK	0	0.	100.000
73	EVENT_ACT.MOVCOR	0	0.	100.000
74	EVENT_ACT.MOVDIS	0	0.	100.000
75	EVENT_ACT.REINF	0	0.	100.000
76	EVENT_AD.ENGAGEMENT	0	0.	100.000
77	EVENT_BTL.ENDED	0	0.	100.000
78	EVENT_CHANGE.LITE	0	0.	100.000
79	EVENT_CHANGE.WEATHER	0	0.	100.000
80	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
81	EVENT_END.SIMULATION	0	0.	100.000
82	EVENT_ENGAGEMENT	0	0.	100.000
83	EVENT_FEBA.SORTIE	0	0.	100.000
84	EVENT_HC.DEPART.BATTLE	0	0.	100.000
85	EVENT_HELO.ENGAGEMENT	0	0.	100.000
86	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
87	EVENT_MOVE	0	0.	100.000
88	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
89	EVENT_POSITION.REPORT	0	0.	100.000
90	EVENT_SEND.TEAM	0	0.	100.000
91	EVENT_SET.DEBUG	0	0.	100.000
92	EVENT_START.BATTLE	0	0.	100.000
93	EVENT_START.MOVE	0	0.	100.000
94	FUNCTION_AR.PROB.DETECT	0	0.	100.000
95	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
96	FUNCTION_COLLISION	0	0.	100.000
97	FUNCTION_STAY.TIME	0	0.	100.000
98	PROCESS_AC.ATK.TGT	0	0.	100.000
99	PROCESS_AIR.OBSERVER	0	0.	100.000
100	PROCESS_AIRBORNE.RADAR	0	0.	100.000
101	PROCESS_ASSESSMENT	0	0.	100.000
102	PROCESS_CAS.MISSION	0	0.	100.000
103	PROCESS_FORWARD.OBSERVER	0	0.	100.000
104	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
105	PROCESS_HC.RETURN.FARRP	0	0.	100.000
106	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
107	PROCESS_HELICOPTER.FIRE	0	0.	100.000
108	PROCESS_MINE.ASSESS	0	0.	100.000
109	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
110	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
111	PROCESS_WITH.DRAW	0	0.	100.000
112	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

113	ROUTINE_AC_DF.EFFECTS	0	0.	100.000
114	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
115	ROUTINE_AD_SHOOT	0	0.	100.000
116	ROUTINE_ADJUST	0	0.	100.000
117	ROUTINE_AMMO.RPT	0	0.	100.000
118	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
119	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
120	ROUTINE_AO.DETECTION	0	0.	100.000
121	ROUTINE_AR.DETECTION	0	0.	100.000
122	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
123	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
124	ROUTINE_BLOCK.LOS	0	0.	100.000
125	ROUTINE_BTL.CHECK	0	0.	100.000
126	ROUTINE_BTRY.INPUT	0	0.	100.000
127	ROUTINE_CAS.EVAL	0	0.	100.000
128	ROUTINE_CAT.TU.INPUT	0	0.	100.000
129	ROUTINE_CHANGE.LOC	0	0.	100.000
130	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
131	ROUTINE_CHECK.DEAD	0	0.	100.000
132	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
133	ROUTINE_CHECK.LIST	0	0.	100.000
134	ROUTINE_CHECK.STREN	0	0.	100.000
135	ROUTINE_COMBINE.TRS	0	0.	100.000
136	ROUTINE_COMPUTE.D	0	0.	100.000
137	ROUTINE_COMPUTE.WD	0	0.	100.000
138	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
139	ROUTINE_CREATE.FORCE	0	0.	100.000
140	ROUTINE_CREATE.TEAMS	0	0.	100.000
141	ROUTINE_DEAD.UNIT	0	0.	100.000
142	ROUTINE_DECISION.INPUT	0	0.	100.000
143	ROUTINE_DESTROY.ORD	0	0.	100.000
144	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
145	ROUTINE_DUST.EFFECTS	0	0.	100.000
146	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
147	ROUTINE_EMPTY	0	0.	100.000
148	ROUTINE_END.CAS.MISSION	0	0.	100.000
149	ROUTINE_EQ.TE.INPUT	0	0.	100.000
150	ROUTINE_ERROR.STOP	0	0.	100.000
151	ROUTINE_FARRP.CHECK	0	0.	100.000
152	ROUTINE_FARRP.INPUT	0	0.	100.000
153	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
154	ROUTINE_FBN.FD.INPUT	0	0.	100.000
155	ROUTINE_FEBA.INITIAL	0	0.	100.000
156	ROUTINE_FILE.FD.SCHD	0	0.	100.000
157	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
158	ROUTINE_FIN.BATTLE	0	0.	100.000
159	ROUTINE_FIND.START.TIME	0	0.	100.000
160	ROUTINE_FLIGHT.PATH	0	0.	100.000
161	ROUTINE_FORM.TF.LIST	0	0.	100.000
162	ROUTINE_FORPOSITION.OUT	0	0.	100.000
163	ROUTINE_GENERAL.BATTLE	0	0.	100.000
164	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
165	ROUTINE_HC.DISENGAGE	0	0.	100.000
166	ROUTINE_HC.EMPTY	0	0.	100.000
167	ROUTINE_HE.LA.INPUT	0	0.	100.000
168	ROUTINE_HEADING	0	0.	100.000
169	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
170	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
171	ROUTINE_ILLUM.EFFECTS	0	0.	100.000

172	ROUTINE_ILLUM.INPUT	0	0.	100.000
173	ROUTINE_INIT.REINF	0	0.	100.000
174	ROUTINE_INITIAL.DETECT	0	0.	100.000
175	ROUTINE_INITIAL.MOVE	0	0.	100.000
176	ROUTINE_INTER.BATTLE	0	0.	100.000
177	ROUTINE_INTER.HELO	0	0.	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
179	ROUTINE_KV.INPUT	0	0.	100.000
180	ROUTINE_KV.PRINT	0	0.	100.000
181	ROUTINE_KV.SCOREBOARD	0	0.	100.000
182	ROUTINE_LINE.CIRCLE	0	0.	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
185	ROUTINE_LOS.CHECK	0	0.	100.000
186	ROUTINE_MADS.INPUT	0	0.	100.000
187	ROUTINE_MAIN1	0	0.	100.000
188	ROUTINE_MAIN2	0	0.	100.000
189	ROUTINE_MAIN3	0	0.	100.000
190	ROUTINE_MAO.INPUT	0	0.	100.000
191	ROUTINE_MCFR.INPUT	0	0.	100.000
192	ROUTINE_MFO.INPUT	0	0.	100.000
193	ROUTINE_MIN.MOVE	0	0.	100.000
194	ROUTINE_MINE.DELAY	0	0.	100.000
195	ROUTINE_MINE.EFFECTS	0	0.	100.000
196	ROUTINE_MINE.INPUT	0	0.	100.000
197	ROUTINE_MPDB.INPUT	0	0.	100.000
198	ROUTINE_MRT.TO.FREQ	0	0.	100.000
199	ROUTINE_MUNS.INPUT	0	0.	100.000
200	ROUTINE_NEW.SEGMENT	0	0.	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
202	ROUTINE_ORD.ATK	0	0.	100.000
203	ROUTINE_ORD.DEF	0	0.	100.000
204	ROUTINE_ORD.MOVCOR	0	0.	100.000
205	ROUTINE_ORD.MOVDIS	0	0.	100.000
206	ROUTINE_ORD.REINF	0	0.	100.000
207	ROUTINE_ORIENTATION	0	0.	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
209	ROUTINE_P.E.M.INPUT	0	0.	100.000
210	ROUTINE_PGM.INPUT	0	0.	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
212	ROUTINE_PIR.DETECTION	0	0.	100.000
213	ROUTINE_PK.COMPUTE	0	0.	100.000
214	ROUTINE_PK.INPUT	0	0.	100.000
215	ROUTINE_PLAT.COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED.POS	0	0.	100.000
218	ROUTINE_PREP.WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE.LIST	0	0.	100.000
220	ROUTINE_PROB.INF	0	0.	100.000
221	ROUTINE_PROB.TIME	0	0.	100.000
222	ROUTINE_PROX.CHECK	0	0.	100.000
223	ROUTINE_PROX.POS	0	0.	100.000
224	ROUTINE_RANGE.COMPUTE	0	0.	100.000
225	ROUTINE_READ.ORDERS	0	0.	100.000
226	ROUTINE_REIN.ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE.HC	0	0.	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
229	ROUTINE_REQUEST.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.ILLUM	0	0.	100.000

231	ROUTINE_REQUEST.SMOKE	0	0.	100.000
232	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
234	ROUTINE_RPV.DETECTION	0	0.	100.000
235	ROUTINE_RUL.EN.INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 29260

CPU USAGE FOR SIMULATED HOUR 19. = 147.43 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 20. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	9600	24.897	24.897
2 FUNCTION_ACT.RANGE	9491	24.614	49.511
3 ROUTINE_SIZE.ESTIMATE	3202	8.304	57.815
4 ROUTINE_FINAL.COVERAGE	2377	6.165	63.980
5 ROUTINE_LOCATE.SECTOR	1513	3.924	67.904
6 ROUTINE_PDB.DETECTION	1040	2.697	70.601
7 EVENT_PDB.ACTIVATION	958	2.485	73.085
8 FUNCTION_COMBINATIONS	736	1.909	74.994
9 ROUTINE_FO.DETECTION	656	1.701	76.695
10 ROUTINE_OUTPUT.ATTRITION	614	1.592	78.288
11 ROUTINE_NOISE.DEGRADE	518	1.343	79.631
12 ROUTINE_VOLLEY	481	1.247	80.879
13 EVENT_CFR.ACTIVATION	479	1.242	82.121
14 FUNCTION_HE.WLA	453	1.175	83.296
15 FUNCTION_EST.RANGE	439	1.139	84.434
16 FUNCTION_FEBA.BAND	424	1.100	85.534
17 ROUTINE_EST.COVERAGE	400	1.037	86.571
18 ROUTINE_WEIGHTED.VOLLEYS	400	1.037	87.609
19 ROUTINE_NORMAL.F	292	.757	88.366
20 PROCESS_SHOOT.OUT	291	.755	89.121
21 ROUTINE_GET.TERRAIN	259	.672	89.792
22 ROUTINE_HE.OR.ICM.COMPUTATION	227	.589	90.381
23 ROUTINE_MARGINAL.EFFECTS.ADJ	227	.589	90.970
24 FUNCTION_ICM.WLA	209	.542	91.512
25 ROUTINE_FA.BN.ASGN	197	.511	92.023
26 ROUTINE_TARGET.ANALYSIS	175	.454	92.476
27 ROUTINE_FA.BN.MOVEMENT	171	.443	92.920
28 ROUTINE_REM.EFFECTS.COMPUTATION	170	.441	93.361
29 PROCESS_FIRE.MISSION	168	.436	93.797
30 ROUTINE_BTRY.FM.ENQ	168	.436	94.232
31 ROUTINE_BTRY.FM.DEQ	156	.405	94.637
32 ROUTINE_CFR.DETECTION	155	.402	95.039
33 ROUTINE_CHK.COMP.TR	137	.355	95.394
34 ROUTINE_CHK.FD.TR	137	.355	95.749
35 ROUTINE_COMPARE.TRS	126	.327	96.076
36 ROUTINE_TIME.REQ	126	.327	96.403
37 ROUTINE_BTRY.EFFECTS	114	.296	96.699
38 ROUTINE_UNIT.ENVIR	114	.296	96.994
39 PROCESS_TARGET.REPORT	98	.254	97.248
40 ROUTINE_FDC.TR.ENQ	98	.254	97.503
41 ROUTINE_FDC.TR.DEQ	97	.252	97.754
42 ROUTINE_FINISH.COMPUTATION	97	.252	98.006
43 ROUTINE_GAMMA.F	96	.249	98.255
44 EVENT_PDB.OPERATOR	74	.192	98.447
45 ROUTINE_DEQ.FEBA.SET	60	.156	98.602
46 ROUTINE_ENQ.FEBA.SET	60	.156	98.758
47 EVENT_CFR.OFF	48	.124	98.882
48 EVENT_CFR.ON	48	.124	99.007
49 ROUTINE_COPY	40	.104	99.110
50 ROUTINE_EST.MIL.WORTH	38	.099	99.209
51 ROUTINE_FD.EFFECTS.REQ	38	.099	99.308
52 EVENT_ARTY.OCCUPATION	35	.091	99.398
53 EVENT_STOP.ARTY.MOVEMENT	35	.091	99.489

54	EVENT_START.ARTY.MOVEMENT	31	.080	99.569
55	ROUTINE_CHECK.FOR.MINES	31	.080	99.650
56	ROUTINE_EXPONENTIAL.F	20	.052	99.702
57	PROCESS_HOW.REPAIR	19	.049	99.751
58	ROUTINE_DECIDE	17	.044	99.795
59	PROCESS_ARTY.ASSESS	15	.039	99.834
60	FUNCTION_EST.TR.RANGE	14	.036	99.870
61	ROUTINE_PROXIMITY.REQ	14	.036	99.907
62	ROUTINE_CHECK.FORCE	8	.021	99.927
63	ROUTINE_CFR.DEGRADE	7	.018	99.946
64	EVENT_UPDATE.LOC	5	.013	99.959
65	ROUTINE_CHECK.PROX	5	.013	99.971
66	EVENT_CFR.OPERATOR	4	.010	99.982
67	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.005	99.987
68	EVENT_ACT.DEF	1	.003	99.990
69	EVENT_CHANGE.WEATHER	1	.003	99.992
70	EVENT_GET.NX.ORD	1	.003	99.995
71	ROUTINE_DQ.CMSN.QUEUE	1	.003	99.997
72	ROUTINE_END.MOVE	1	.003	100.000
73	''PROGRAM''_MAIN	0	0.	100.000
74	EVENT_ACT.ATK	0	0.	100.000
75	EVENT_ACT.MOVCOR	0	0.	100.000
76	EVENT_ACT.MOVDIS	0	0.	100.000
77	EVENT_ACT.REINF	0	0.	100.000
78	EVENT_AD.ENGAGEMENT	0	0.	100.000
79	EVENT_BTL.ENDED	0	0.	100.000
80	EVENT_CHANGE.LITE	0	0.	100.000
81	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
82	EVENT_END.SIMULATION	0	0.	100.000
83	EVENT_ENGAGEMENT	0	0.	100.000
84	EVENT_FEBA.SORTIE	0	0.	100.000
85	EVENT_HC.DEPART.BATTLE	0	0.	100.000
86	EVENT_HELO.ENGAGEMENT	0	0.	100.000
87	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
88	EVENT_MOVE	0	0.	100.000
89	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
90	EVENT_POSITION.REPORT	0	0.	100.000
91	EVENT_SEND.TEAM	0	0.	100.000
92	EVENT_SET.DEBUG	0	0.	100.000
93	EVENT_START.BATTLE	0	0.	100.000
94	EVENT_START.MOVE	0	0.	100.000
95	FUNCTION_AR.PROB.DETECT	0	0.	100.000
96	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
97	FUNCTION_COLLISION	0	0.	100.000
98	FUNCTION_STAY.TIME	0	0.	100.000
99	PROCESS_AC.ATK.TGT	0	0.	100.000
100	PROCESS_AIR.OBSERVER	0	0.	100.000
101	PROCESS_AIRBORNE.RADAR	0	0.	100.000
102	PROCESS_ASSESSMENT	0	0.	100.000
103	PROCESS_CAS.MISSION	0	0.	100.000
104	PROCESS_FORWARD.OBSERVER	0	0.	100.000
105	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
106	PROCESS_HC.RETURN.FARRP	0	0.	100.000
107	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
108	PROCESS_HELICOPTER.FIRE	0	0.	100.000
109	PROCESS_MINE.ASSESS	0	0.	100.000
110	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
111	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
112	PROCESS_WITH.DRAW	0	0.	100.000

113	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
114	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
115	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
116	ROUTINE_AD.SHOOT	0	0	100.000
117	ROUTINE_ADJUST	0	0.	100.000
118	ROUTINE_AMMO.RPT	0	0.	100.000
119	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
120	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
121	ROUTINE_AO.DETECTION	0	0.	100.000
122	ROUTINE_AR.DETECTION	0	0.	100.000
123	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
124	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
125	ROUTINE_BLOCK.LOS	0	0.	100.000
126	ROUTINE_BTL.CHECK	0	0.	100.000
127	ROUTINE_BTRY.INPUT	0	0.	100.000
128	ROUTINE_CAS.EVAL	0	0.	100.000
129	ROUTINE_CAT.TU.INPUT	0	0.	100.000
130	ROUTINE_CHANGE.LOC	0	0.	100.000
131	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
132	ROUTINE_CHECK.DEAD	0	0.	100.000
133	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
134	ROUTINE_CHECK.LIST	0	0.	100.000
135	ROUTINE_CHECK.STREN	0	0.	100.000
136	ROUTINE_COMBINE.TRS	0	0.	100.000
137	ROUTINE_COMPUTE.D	0	0.	100.000
138	ROUTINE_COMPUTE.WD	0	0.	100.000
139	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
140	ROUTINE_CREATE.FORCE	0	0.	100.000
141	ROUTINE_CREATE.TEAMS	0	0.	100.000
142	ROUTINE_DEAD.UNIT	0	0.	100.000
143	ROUTINE_DECISION.INPUT	0	0.	100.000
144	ROUTINE_DESTROY.ORD	0	0.	100.000
145	ROUTINE_DUST.EFFECTS	0	0.	100.000
146	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
147	ROUTINE_EMPTY	0	0.	100.000
148	ROUTINE_END.CAS.MISSION	0	0.	100.000
149	ROUTINE_EQ.TE.INPUT	0	0.	100.000
150	ROUTINE_ERROR.STOP	0	0.	100.000
151	ROUTINE_FARRP.CHECK	0	0.	100.000
152	ROUTINE_FARRP.INPUT	0	0.	100.000
153	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
154	ROUTINE_FBN.FD.INPUT	0	0.	100.000
155	ROUTINE_FEBA.INITIAL	0	0.	100.000
156	ROUTINE_FILE.FD.SCHD	0	0.	100.000
157	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
158	ROUTINE_FIN.BATTLE	0	0.	100.000
159	ROUTINE_FIND.START.TIME	0	0.	100.000
160	ROUTINE_FLIGHT.PATH	0	0.	100.000
161	ROUTINE_FORM.TF.LIST	0	0.	100.000
162	ROUTINE_FORPOSITION.OUT	0	0.	100.000
163	ROUTINE_GENERAL.BATTLE	0	0.	100.000
164	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
165	ROUTINE_HC.DISENGAGE	0	0.	100.000
166	ROUTINE_HC.EMPTY	0	0.	100.000
167	ROUTINE_HE.LA.INPUT	0	0.	100.000
168	ROUTINE_HEADING	0	0.	100.000
169	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
170	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
171	ROUTINE_ILLUM.EFFECTS	0	0.	100.000

172	ROUTINE_ILLUM.INPUT	0	0.	100.000
173	ROUTINE_INIT.REINF	0	0.	100.000
174	ROUTINE_INITIAL.DETECT	0	0.	100.000
175	ROUTINE_INITIAL.MOVE	0	0.	100.000
176	ROUTINE_INTER.BATTLE	0	0.	100.000
177	ROUTINE_INTER.HELO	0	0.	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
179	ROUTINE_KV.INPUT	0	0.	100.000
180	ROUTINE_KV.PRINT	0	0.	100.000
181	ROUTINE_KV.SCOREBOARD	0	0.	100.000
182	ROUTINE_LINE.CIRCLE	0	0.	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
185	ROUTINE_LOS.CHECK	0	0.	100.000
186	ROUTINE_MADS.INPUT	0	0.	100.000
187	ROUTINE_MAIN1	0	0.	100.000
188	ROUTINE_MAIN2	0	0.	100.000
189	ROUTINE_MAIN3	0	0.	100.000
190	ROUTINE_MAO.INPUT	0	0.	100.000
191	ROUTINE_MCFR.INPUT	0	0.	100.000
192	ROUTINE_MFO.INPUT	0	0.	100.000
193	ROUTINE_MIN.MOVE	0	0.	100.000
194	ROUTINE_MINE.DELAY	0	0.	100.000
195	ROUTINE_MINE.EFFECTS	0	0.	100.000
196	ROUTINE_MINE.INPUT	0	0.	100.000
197	ROUTINE_MPDB.INPUT	0	0.	100.000
198	ROUTINE_MRT.TO.FREQ	0	0.	100.000
199	ROUTINE_MUNS.INPUT	0	0.	100.000
200	ROUTINE_NEW.SEGMENT	0	0.	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
202	ROUTINE_ORD.ATK	0	0.	100.000
203	ROUTINE_ORD.DEF	0	0.	100.000
204	ROUTINE_ORD.MOVCOR	0	0.	100.000
205	ROUTINE_ORD.MOVDIS	0	0.	100.000
206	ROUTINE_ORD.REINF	0	0.	100.000
207	ROUTINE_ORIENTATION	0	0.	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
209	ROUTINE_P.E.M.INPUT	0	0.	100.000
210	ROUTINE_PGM.INPUT	0	0.	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
212	ROUTINE_PIR.DETECTION	0	0.	100.000
213	ROUTINE_PK.COMPUTE	0	0.	100.000
214	ROUTINE_PK.INPUT	0	0.	100.000
215	ROUTINE_PLAT.COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED.POS	0	0.	100.000
218	ROUTINE_PREP.WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE.LIST	0	0.	100.000
220	ROUTINE_PROB.INF	0	0.	100.000
221	ROUTINE_PROB.TIME	0	0.	100.000
222	ROUTINE_PROX.CHECK	0	0.	100.000
223	ROUTINE_PROX.POS	0	0.	100.000
224	ROUTINE_RANGE.COMPUTE	0	0.	100.000
225	ROUTINE_READ.ORDERS	0	0.	100.000
226	ROUTINE_REIN.ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE.HC	0	0.	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
229	ROUTINE_REQUEST.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.ILLUM	0	0.	100.000

231	ROUTINE_REQUEST.SMOKE	0	0.	100.000
232	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
234	ROUTINE_RPV.DETECTION	0	0.	100.000
235	ROUTINE_RUL.EN.INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 38559

CPU USAGE FOR SIMULATED HOUR 20. = 190.23 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 21.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC COMPUTE	7744	24 844	24 844
2 FUNCTION_ACT RANGE	7403	23 750	48 593
3 ROUTINE_SIZE ESTIMATE	2870	9 207	57 801
4 ROUTINE_FINAL.COVERAGE	1955	6 272	64 072
5 ROUTINE_LOCATE.SECTOR	1200	3 850	67 922
6 ROUTINE_PDB.DETECTION	871	2 794	70 716
7 EVENT_PDB.ACTIVATION	786	2 522	73 238
8 ROUTINE_FO.DETECTION	647	2 076	75 314
9 FUNCTION_COMBINATIONS	612	1 963	77 277
10 ROUTINE_OUTPUT.ATTRITION	467	1 498	78 775
11 ROUTINE_NOISE.DEGRADE	436	1 399	80 174
12 EVENT_CFR.ACTIVATION	394	1 264	81 438
13 ROUTINE_VOLLEY	392	1 258	82 695
14 FUNCTION_EST.RANGE	368	1 181	83 876
15 FUNCTION_FEBA.BAND	340	1 091	84 967
16 FUNCTION_HE.WLA	336	1 078	86 045
17 ROUTINE_EST.COVERAGE	302	.969	87 014
18 ROUTINE_WEIGHTED.VOLLEYS	302	.969	87 982
19 ROUTINE_NORMAL.F	272	.873	88 855
20 ROUTINE_GET.TERRAIN	234	.751	89 606
21 ROUTINE_HE.OR.ICM.COMPUTATION	179	.574	90 180
22 ROUTINE_MARGINAL.EFFECTS.ADJ	179	.574	90 754
23 FUNCTION_ICM.WLA	161	.517	91 271
24 ROUTINE_FA.BN.ASGN	161	.517	91 787
25 ROUTINE_FA.BN.MOVEMENT	161	.517	92 304
26 ROUTINE_TARGET.ANALYSIS	150	.481	92 785
27 ROUTINE_BTRY.FM.DEQ	138	.443	93 228
28 PROCESS_FIRE.MISSION	133	.427	93 654
29 ROUTINE_BTRY.FM.ENQ	133	.427	94 081
30 ROUTINE_REM.EFFECTS.COMPUTATION	133	.427	94 508
31 PROCESS_SHOOT.OUT	127	.407	94 915
32 ROUTINE_CFR.DETECTION	120	.385	95 300
33 ROUTINE_CHK.COMP.TR	111	.356	95 656
34 ROUTINE_CHK.FD.TR	111	.356	96 012
35 ROUTINE_BTRY.EFFECTS	101	.324	96 336
36 ROUTINE_UNIT.ENVIR	101	.324	96 660
37 ROUTINE_COMPARE.TRS	93	.298	96 959
38 ROUTINE_TIME.REQ	93	.298	97 257
39 ROUTINE_GAMMA.F	88	.282	97 539
40 ROUTINE_FDC.TR.DEQ	83	.266	97 806
41 ROUTINE_FINISH.COMPUTATION	83	.266	98 072
42 PROCESS_TARGET.REPORT	81	.260	98 332
43 ROUTINE_FDC.TR.ENQ	81	.260	98 592
44 EVENT_PDB.OPERATOR	58	.186	98 778
45 EVENT_CFR.OFF	46	.148	98 925
46 EVENT_CFR.ON	44	.141	99 066
47 ROUTINE_FD.EFFECTS.REQ	35	.112	99 179
48 EVENT_ARTY.OCCUPATION	33	.106	99 285
49 EVENT_START.ARTY.MOVEMENT	32	.103	99 387
50 EVENT_STOP.ARTY.MOVEMENT	32	.103	99 490
51 ROUTINE_CHECK.FOR.MINES	32	.103	99 593
52 ROUTINE_COPY	31	.099	99 692
53 ROUTINE_EST.MIL.WORTH	30	.096	99 788

54	ROUTINE_EXPONENTIAL.F	18		.058	99.846
55	PROCESS_HOW.REPAIR	14		.045	99.891
56	PROCESS_ARTY.ASSESS	12		.038	99.929
57	ROUTINE_CFR.DEGRADE	6		.019	99.949
58	ROUTINE_DECIDE	6		.019	99.968
59	EVENT_CFR.OPERATOR	2		.006	99.974
60	EVENT_SCHEDULE.ARTY.MOVEMENT	2		.006	99.981
61	FUNCTION_EST.TR.RANGE	2		.006	99.987
62	ROUTINE_CHECK.FORCE	2		.006	99.994
63	ROUTINE_PROXIMITY.REQ	2		.006	100.000
64	''PROGRAM''_MAIN	0	0.		100.000
65	EVENT_ACT.ATK	0	0.		100.000
66	EVENT_ACT.DEF	0	0.		100.000
67	EVENT_ACT.MOVCOR	0	0.		100.000
68	EVENT_ACT.MOVDIS	0	0.		100.000
69	EVENT_ACT.REINF	0	0.		100.000
70	EVENT_AD.ENGAGEMENT	0	0.		100.000
71	EVENT_BTL.ENDED	0	0.		100.000
72	EVENT_CHANGE.LITE	0	0.		100.000
73	EVENT_CHANGE.WEATHER	0	0.		100.000
74	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.		100.000
75	EVENT_END.SIMULATION	0	0.		100.000
76	EVENT_ENGAGEMENT	0	0.		100.000
77	EVENT_FEBA.SORTIE	0	0.		100.000
78	EVENT_GET.NX.ORD	0	0.		100.000
79	EVENT_HC.DEPART.BATTLE	0	0.		100.000
80	EVENT_HELO.ENGAGEMENT	0	0.		100.000
81	EVENT_INIT.PREPLAN.CAS	0	0.		100.000
82	EVENT_MOVE	0	0.		100.000
83	EVENT_OFF.LINE.ATTRITION	0	0.		100.000
84	EVENT_POSITION.REPORT	0	0.		100.000
85	EVENT_SEND.TEAM	0	0.		100.000
86	EVENT_SET.DEBUG	0	0.		100.000
87	EVENT_START.BATTLE	0	0.		100.000
88	EVENT_START.MOVE	0	0.		100.000
89	EVENT_UPDATE.LOC	0	0.		100.000
90	FUNCTION_AR.PROB.DETECT	0	0.		100.000
91	FUNCTION_BTRY.AVAILABLE	0	0.		100.000
92	FUNCTION_COLLISION	0	0.		100.000
93	FUNCTION_STAY.TIME	0	0.		100.000
94	PROCESS_AC.ATK.TGT	0	0.		00.000
95	PROCESS_AIR.OBSERVER	0	0.		100.000
96	PROCESS_AIRBORNE.RADAR	0	0.		100.000
97	PROCESS_ASSESSMENT	0	0.		100.000
98	PROCESS_CAS.MISSION	0	0.		100.000
99	PROCESS_FORWARD.OBSERVER	0	0.		100.000
100	PROCESS_HC.ARRIVE.BATTLE	0	0.		100.000
101	PROCESS_HC.RETURN.FARRP	0	0.		100.000
102	PROCESS_HEL.TARGET.ACQUISITION	0	0.		100.000
103	PROCESS_HELICOPTER.FIRE	0	0.		100.000
104	PROCESS_MINE.ASSESS	0	0.		100.000
105	PROCESS_PHOTO.IR.FLIGHT	0	0.		100.000
106	PROCESS_REMOTE.PILOT.VEHICLE	0	0.		100.000
107	PROCESS_WITH.DRAW	0	0.		100.000
108	ROUTINE_AC.BOMB.EFFECTS	0	0.		100.000
109	ROUTINE_AC.DF.EFFECTS	0	0.		100.000
110	ROUTINE_AC.MUNS.INPUT	0	0.		100.000
111	ROUTINE_AD.SHOOT	0	0.		100.000
112	ROUTINE_ADJUST	0	0.		100.000

113	ROUTINE_AMMO.RPT	0	0.	100.000
114	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
115	ROUTINE_ANGLE.COMPUTE	0	0	100.000
116	ROUTINE_AO.DETECTION	0	0.	100.000
117	ROUTINE_AR.DETECTION	0	0.	100.000
118	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
119	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
120	ROUTINE_BLOCK_LOS	0	0.	100.000
121	ROUTINE_BTL.CHECK	0	0.	100.000
122	ROUTINE_BTRY.INPUT	0	0.	100.000
123	ROUTINE_CAS.EVAL	0	0.	100.000
124	ROUTINE_CAT.TU.INPUT	0	0.	100.000
125	ROUTINE_CHANGE.LOC	0	0.	100.000
126	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
127	ROUTINE_CHECK.DEAD	0	0.	100.000
128	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
129	ROUTINE_CHECK.LIST	0	0.	100.000
130	ROUTINE_CHECK.PROX	0	0.	100.000
131	ROUTINE_CHECK.STREN	0	0.	100.000
132	ROUTINE_COMBINE.TRS	0	0.	100.000
133	ROUTINE_COMPUTE.D	0	0.	100.000
134	ROUTINE_COMPUTE.WD	0	0.	100.000
135	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
136	ROUTINE_CREATE.FORCE	0	0.	100.000
137	ROUTINE_CREATE.TEAMS	0	0.	100.000
138	ROUTINE_DEAD.UNIT	0	0.	100.000
139	ROUTINE_DECISION.INPUT	0	0.	100.000
140	ROUTINE_DEQ.FEBA.SET	0	0.	100.000
141	ROUTINE_DESTROY.ORD	0	0.	100.000
142	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
143	ROUTINE_DUST.EFFECTS	0	0.	100.000
144	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
145	ROUTINE_EMPTY	0	0.	100.000
146	ROUTINE_END.CAS.MISSION	0	0.	100.000
147	ROUTINE_END.MOVE	0	0.	100.000
148	ROUTINE_ENQ.FEBA.SET	0	0.	100.000
149	ROUTINE_EQ.TE.INPUT	0	0.	100.000
150	ROUTINE_ERROR.STOP	0	0.	100.000
151	ROUTINE_FARRP.CHECK	0	0.	100.000
152	ROUTINE_FARRP.INPUT	0	0.	100.000
153	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
154	ROUTINE_FBN.FD.INPUT	0	0.	100.000
155	ROUTINE_FEBA.INITIAL	0	0.	100.000
156	ROUTINE_FILE.FD.SCHD	0	0.	100.000
157	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
158	ROUTINE_FIN.BATTLE	0	0.	100.000
159	ROUTINE_FIND.START.TIME	0	0.	100.000
160	ROUTINE_FLIGHT.PATH	0	0.	100.000
161	ROUTINE_FORM.TF.LIST	0	0.	100.000
162	ROUTINE_FORPOSITION.OUT	0	0.	100.000
163	ROUTINE_GENERAL.BATTLE	0	0.	100.000
164	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
165	ROUTINE_HC.DISENGAGE	0	0.	100.000
166	ROUTINE_HC.EMPTY	0	0.	100.000
167	ROUTINE_HE.LA.INPUT	0	0.	100.000
168	ROUTINE_HEADING	0	0.	100.000
169	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
170	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
171	ROUTINE_ILLUM.EFFECTS	0	0.	100.000

172	ROUTINE_ILLUM.INPUT	0	0.	100.000
173	ROUTINE_INIT.REINF	0	0.	100.000
174	ROUTINE_INITIAL.DETECT	0	0.	100.000
175	ROUTINE_INITIAL.MOVE	0	0.	100.000
176	ROUTINE_INTER.BATTLE	0	0.	100.000
177	ROUTINE_INTER.HELO	0	0.	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
179	ROUTINE_KV.INPUT	0	0.	100.000
180	ROUTINE_KV.PRINT	0	0.	100.000
181	ROUTINE_KV.SCOREBOARD	0	0.	100.000
182	ROUTINE_LINE CIRCLE	0	0.	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
185	ROUTINE_LOS.CHECK	0	0.	100.000
186	ROUTINE_MADS.INPUT	0	0.	100.000
187	ROUTINE_MAIN1	0	0.	100.000
188	ROUTINE_MAIN2	0	0.	100.000
189	ROUTINE_MAIN3	0	0.	100.000
190	ROUTINE_MAO.INPUT	0	0.	100.000
191	ROUTINE_MCFR.INPUT	0	0.	100.000
192	ROUTINE_MFO.INPUT	0	0.	100.000
193	ROUTINE_MIN.MOVE	0	0.	100.000
194	ROUTINE_MINE.DELAY	0	0.	100.000
195	ROUTINE_MINE.EFFECTS	0	0.	100.000
196	ROUTINE_MINE.INPUT	0	0.	100.000
197	ROUTINE_MPDB.INPUT	0	0.	100.000
198	ROUTINE_MRT.TO.FREQ	0	0.	100.000
199	ROUTINE_MUNS.INPUT	0	0.	100.000
200	ROUTINE_NEW.SEGMENT	0	0.	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
202	ROUTINE_ORD.ATK	0	0.	100.000
203	ROUTINE_ORD.DEF	0	0.	100.000
204	ROUTINE_ORD.MOVCOR	0	0.	100.000
205	ROUTINE_ORD.MOVDIS	0	0.	100.000
206	ROUTINE_ORD.REINF	0	0.	100.000
207	ROUTINE_ORIENTATION	0	0.	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
209	ROUTINE_P.E.M.INPUT	0	0.	100.000
210	ROUTINE_PGM.INPUT	0	0.	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
212	ROUTINE_PIR.DETECTION	0	0.	100.000
213	ROUTINE_PK.COMPUTE	0	0.	100.000
214	ROUTINE_PK.INPUT	0	0.	100.000
215	ROUTINE_PLAT.COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED.POS	0	0.	100.000
218	ROUTINE_PREP.WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE.LIST	0	0.	100.000
220	ROUTINE_PROB.INF	0	0.	100.000
221	ROUTINE_PROB.TIME	0	0.	100.000
222	ROUTINE_PROX.CHECK	0	0.	100.000
223	ROUTINE_PROX.POS	0	0.	100.000
224	ROUTINE_RANGE.COMPUTE	0	0.	100.000
225	ROUTINE_READ.ORDERS	0	0.	100.000
226	ROUTINE_REIN.ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE.HC	0	0.	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
229	ROUTINE_REQUEST.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.ILLUM	0	0.	100.000

231	ROUTINE_REQUEST.SMOKE	0	0.	100.000
232	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
234	ROUTINE_RPV.DETECTION	0	0.	100.000
235	ROUTINE_RUL.EN.INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 31171

CPU USAGE FOR SIMULATED HOUR 21. = 154.16 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 22.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	7276	24.703	24.703
2 FUNCTION_ACT.RANGE	6676	22.666	47.369
3 ROUTINE_SIZE.ESTIMATE	2530	8.590	55.958
4 ROUTINE_FINAL.COVERAGE	1696	5.758	61.717
5 ROUTINE_LOCATE.SECTOR	1189	4.037	65.753
6 FUNCTION_COMBINATIONS	860	2.920	68.673
7 ROUTINE_PDB.DETECTION	797	2.706	71.379
8 EVENT_PDB.ACTIVATION	714	2.424	73.803
9 ROUTINE_FO.DETECTION	634	2.153	75.956
10 ROUTINE_OUTPUT.ATTRITION	420	1.426	77.382
11 ROUTINE_NOISE.DEGRADE	400	1.358	78.740
12 FUNCTION_HE.WLA	386	1.311	80.050
13 FUNCTION_EST.RANGE	378	1.283	81.334
14 FUNCTION_FEBA.BAND	358	1.215	82.549
15 EVENT_CFR.ACTIVATION	357	1.212	83.761
16 ROUTINE_VOLLEY	356	1.209	84.970
17 ROUTINE_EST.COVERAGE	337	1.144	86.114
18 ROUTINE_WEIGHTED.VOLLEYS	337	1.144	87.258
19 ROUTINE_NORMAL.F	256	.869	88.127
20 ROUTINE_GET.TERRAIN	200	.679	88.806
21 ROUTINE_HE.OR.ICM.COMPUTATION	194	.659	89.465
22 ROUTINE_MARGINAL.EFFECTS.ADJ	194	.659	90.124
23 FUNCTION_ICM.WLA	177	.601	90.725
24 ROUTINE_FA.BN.ASGN	164	.557	91.281
25 ROUTINE_FA.BN.MOVEMENT	163	.553	91.835
26 ROUTINE_TARGET.ANALYSIS	154	.523	92.358
27 ROUTINE_REM.EFFECTS.COMPUTATION	147	.499	92.857
28 PROCESS_FIRE.MISSION	145	.492	93.349
29 ROUTINE_BTRY.FM.ENQ	145	.492	93.841
30 ROUTINE_BTRY.FM.DEQ	132	.448	94.289
31 ROUTINE_CFR.DETECTION	129	.438	94.727
32 ROUTINE_CHK.COMP.TR	119	.404	95.131
33 ROUTINE_CHK.FD.TR	119	.404	95.535
34 ROUTINE_COMPARE.TRS	97	.329	95.865
35 PROCESS_SHOOT.OUT	96	.326	96.191
36 ROUTINE_TIME.REQ	95	.323	96.513
37 ROUTINE_GAMMA.F	92	.312	96.826
38 ROUTINE_BTRY.EFFECTS	87	.295	97.121
39 ROUTINE_UNIT.ENVIR	87	.295	97.416
40 PROCESS_TARGET.REPORT	82	.278	97.695
41 ROUTINE_FDC.TR.ENQ	82	.278	97.973
42 ROUTINE_FDC.TR.DEQ	81	.275	98.248
43 ROUTINE_FINISH.COMPUTATION	81	.275	98.523
44 EVENT_PDB.OPERATOR	68	.231	98.754
45 ROUTINE_FD.EFFECTS.REQ	47	.160	98.914
46 EVENT_CFR.ON	46	.156	99.070
47 EVENT_CFR.OFF	45	.153	99.223
48 ROUTINE_EST.MIL.WORTH	37	.126	99.348
49 EVENT_ARTY.OCCUPATION	28	.095	99.443
50 EVENT_STOP.ARTY.MOVEMENT	27	.092	99.535
51 EVENT_START.ARTY.MOVEMENT	26	.088	99.623
52 ROUTINE_CHECK.FOR.MINES	26	.088	99.711
53 ROUTINE_COPY	23	.078	99.790

54	PROCESS_ARTY.ASSESS	10	.034	99.823
55	PROCESS_HOW.REPAIR	10	.034	99.857
56	ROUTINE_EXPONENTIAL.F	9	.031	99.888
57	ROUTINE_CFR.DEGRADE	8	.027	99.915
58	EVENT_CFR.OPERATOR	6	.020	99.935
59	FUNCTION_EST.TR.RANGE	6	.020	99.956
60	ROUTINE_PROXIMITY.REQ	6	.020	99.976
61	ROUTINE_DECIDE	4	.014	99.990
62	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.007	99.997
63	ROUTINE_CHECK.FORCE	1	.003	100.000
64	''PROGRAM''_MAIN	0	0.	100.000
65	EVENT_ACT.ATK	0	0.	100.000
66	EVENT_ACT.DEF	0	0.	100.000
67	EVENT_ACT.MOVCOR	0	0.	100.000
68	EVENT_ACT.MOVDIS	0	0.	100.000
69	EVENT_ACT.REINF	0	0.	100.000
70	EVENT_AD.ENGAGEMENT	0	0.	100.000
71	EVENT_BTL.ENDED	0	0.	100.000
72	EVENT_CHANGE.LITE	0	0.	100.000
73	EVENT_CHANGE.WEATHER	0	0.	100.000
74	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
75	EVENT_END.SIMULATION	0	0.	100.000
76	EVENT_ENGAGEMENT	0	0.	100.000
77	EVENT_FEBA.SORTIE	0	0.	100.000
78	EVENT_GET.NX.ORD	0	0.	100.000
79	EVENT_HC.DEPART.BATTLE	0	0.	100.000
80	EVENT_HELO.ENGAGEMENT	0	0.	100.000
81	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
82	EVENT_MOVE	0	0.	100.000
83	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
84	EVENT_POSITION.REPORT	0	0.	100.000
85	EVENT_SEND.TEAM	0	0.	100.000
86	EVENT_SET.DEBUG	0	0.	100.000
87	EVENT_START.BATTLE	0	0.	100.000
88	EVENT_START.MOVE	0	0.	100.000
89	EVENT_UPDATE.LOC	0	0.	100.000
90	FUNCTION_AR.PROB.DETECT	0	0.	100.000
91	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
92	FUNCTION_COLLISION	0	0.	100.000
93	FUNCTION_STAY.TIME	0	0.	100.000
94	PROCESS_AC.ATK.TGT	0	0.	100.000
95	PROCESS_AIR.OBSERVER	0	0.	100.000
96	PROCESS_AIRBORNE.RADAR	0	0.	100.000
97	PROCESS_ASSESSMENT	0	0.	100.000
98	PROCESS_CAS.MISSION	0	0.	100.000
99	PROCESS_FORWARD.OBSERVER	0	0.	100.000
100	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
101	PROCESS_HC.RETURN.FARRP	0	0.	100.000
102	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
103	PROCESS_HELICOPTER.FIRE	0	0.	100.000
104	PROCESS_MINE.ASSESS	0	0.	100.000
105	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
106	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
107	PROCESS_WITH.DRAW	0	0.	100.000
108	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
109	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
110	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
111	ROUTINE_AD.SHOOT	0	0.	100.000
112	ROUTINE_ADJUST	0	0.	100.000

113	ROUTINE_AMMO.RPT	0	0.	100.000
114	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
115	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
116	ROUTINE_AO.DETECTION	0	0.	100.000
117	ROUTINE_AR.DETECTION	0	0.	100.000
118	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
119	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
120	ROUTINE_BLOCK.LOS	0	0.	100.000
121	ROUTINE_BTL.CHECK	0	0.	100.000
122	ROUTINE_BTRY.INPUT	0	0.	100.000
123	ROUTINE_CAS.EVAL	0	0.	100.000
124	ROUTINE_CAT.TU.INPUT	0	0.	100.000
125	ROUTINE_CHANGE.LOC	0	0.	100.000
126	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
127	ROUTINE_CHECK.DEAD	0	0.	100.000
128	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
129	ROUTINE_CHECK.LIST	0	0.	100.000
130	ROUTINE_CHECK.PROX	0	0.	100.000
131	ROUTINE_CHECK.STREN	0	0.	100.000
132	ROUTINE_COMBINE.TRS	0	0.	100.000
133	ROUTINE_COMPUTE.D	0	0.	100.000
134	ROUTINE_COMPUTE.WD	0	0.	100.000
135	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
136	ROUTINE_CREATE.FORCE	0	0.	100.000
137	ROUTINE_CREATE.TEAMS	0	0.	100.000
138	ROUTINE_DEAD.UNIT	0	0.	100.000
139	ROUTINE_DECISION.INPUT	0	0.	100.000
140	ROUTINE_DEQ.FEBA.SET	0	0.	100.000
141	ROUTINE_DESTROY.ORD	0	0.	100.000
142	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
143	ROUTINE_DUST.EFFECTS	0	0.	100.000
144	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
145	ROUTINE_EMPTY	0	0.	100.000
146	ROUTINE_END.CAS.MISSION	0	0.	100.000
147	ROUTINE_END.MOVE	0	0.	100.000
148	ROUTINE_ENQ.FEBA.SET	0	0.	100.000
149	ROUTINE_EQ.TE.INPUT	0	0.	100.000
150	ROUTINE_ERROR.STOP	0	0.	100.000
151	ROUTINE_FARRP.CHECK	0	0.	100.000
152	ROUTINE_FARRP.INPUT	0	0.	100.000
153	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
154	ROUTINE_FBN.FD.INPUT	0	0.	100.000
155	ROUTINE_FEBA.INITIAL	0	0.	100.000
156	ROUTINE_FILE.FD.SCHD	0	0.	100.000
157	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
158	ROUTINE_FIN.BATTLE	0	0.	100.000
159	ROUTINE_FIND.START.TIME	0	0.	100.000
160	ROUTINE_FLIGHT.PATH	0	0.	100.000
161	ROUTINE_FORM.TF.LIST	0	0.	100.000
162	ROUTINE_FORPOSITION.OUT	0	0.	100.000
163	ROUTINE_GENERAL.BATTLE	0	0.	100.000
164	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
165	ROUTINE_HC.DISENGAGE	0	0.	100.000
166	ROUTINE_HC.EMPTY	0	0.	100.000
167	ROUTINE_HE.LA.INPUT	0	0.	100.000
168	ROUTINE_HEADING	0	0.	100.000
169	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
170	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
171	ROUTINE_ILLUM.EFFECTS	0	0.	100.000

172	ROUTINE_ILLUM.INPUT	0	0.	100.000
173	ROUTINE_INIT.REINF	0	0.	100.000
174	ROUTINE_INITIAL.DETECT	0	0.	100.000
175	ROUTINE_INITIAL.MOVE	0	0.	100.000
176	ROUTINE_INTER.BATTLE	0	0.	100.000
177	ROUTINE_INTER.HELO	0	0.	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
179	ROUTINE_KV.INPUT	0	0.	100.000
180	ROUTINE_KV.PRINT	0	0.	100.000
181	ROUTINE_KV.SCOREBOARD	0	0.	
182	ROUTINE_LINE.CIRCLE	0	0.	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
185	ROUTINE_LOS.CHECK	0	0.	100.000
186	ROUTINE_MADS.INPUT	0	0.	100.000
187	ROUTINE_MAIN1	0	0.	100.000
188	ROUTINE_MAIN2	0	0.	100.000
189	ROUTINE_MAIN3	0	0.	100.000
190	ROUTINE_MAO.INPUT	0	0.	100.000
191	ROUTINE_MCFR.INPUT	0	0.	100.000
192	ROUTINE_MFO.INPUT	0	0.	100.000
193	ROUTINE_MIN.MOVE	0	0.	100.000
194	ROUTINE_MINE.DELAY	0	0.	100.000
195	ROUTINE_MINE.EFFECTS	0	0.	100.000
196	ROUTINE_MINE.INPUT	0	0.	100.000
197	ROUTINE_MPDB.INPUT	0	0.	100.000
198	ROUTINE_MRT.TO.FREQ	0	0.	100.000
199	ROUTINE_MUNS.INPUT	0	0.	100.000
200	ROUTINE_NEW.SEGMENT	0	0.	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
202	ROUTINE_ORD.ATK	0	0.	100.000
203	ROUTINE_ORD.DEF	0	0.	100.000
204	ROUTINE_ORD.MOVCOR	0	0.	100.000
205	ROUTINE_ORD.MOVDIS	0	0.	100.000
206	ROUTINE_ORD.REINF	0	0.	100.000
207	ROUTINE_ORIENTATION	0	0.	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
209	ROUTINE_P.E.M.INPUT	0	0.	100.000
210	ROUTINE_PGM.INPUT	0	0.	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
212	ROUTINE_PIR.DETECTION	0	0.	100.000
213	ROUTINE_PK.COMPUTE	0	0.	100.000
214	ROUTINE_PK.INPUT	0	0.	100.000
215	ROUTINE_PLAT.COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED.POS	0	0.	100.000
218	ROUTINE_PREP.WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE.LIST	0	0.	100.000
220	ROUTINE_PROB.INF	0	0.	100.000
221	ROUTINE_PROB.TIME	0	0.	100.000
222	ROUTINE_PROX.CHECK	0	0.	100.000
223	ROUTINE_PROX.POS	0	0.	100.000
224	ROUTINE_RANGE.COMPUTE	0	0.	100.000
225	ROUTINE_READ.ORDERS	0	0.	100.000
226	ROUTINE_REIN.ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE.HC	0	0.	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
229	ROUTINE_REQUEST.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.ILLUM	0	0.	100.000

231	ROUTINE_REQUEST.SMOKE	0	0	100.000
232	ROUTINE_REQUEST.WD.FASCAM	0	0	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0	100.000
234	ROUTINE_RPV.DETECTION	0	0	100.000
235	ROUTINE_RUL.EN.INPUT	0	0	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 29454

CPU USAGE FOR SIMULATED HOUR 22. = 145.85 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 23. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	5796	23.578	23.578
2 FUNCTION_ACT.RANGE	5257	21.386	44.964
3 ROUTINE_SIZE.ESTIMATE	2206	8.974	53.938
4 ROUTINE_FINAL.COVERAGE	1358	5.524	59.462
5 ROUTINE_LOCATE.SECTOR	1077	4.381	63.843
6 FUNCTION_COMBINATIONS	774	3.149	66.992
7 ROUTINE_PDB.DETECTION	687	2.795	69.787
8 ROUTINE_FO.DETECTION	634	2.579	72.366
9 EVENT_PDB.ACTIVATION	620	2.522	74.888
10 ROUTINE_NOISE.DEGRADE	342	1.391	76.279
11 ROUTINE_OUTPUT.ATTRITION	328	1.334	77.614
12 FUNCTION_EST.RANGE	326	1.326	78.940
13 FUNCTION_HE.WLA	317	1.290	80.229
14 ROUTINE_VOLLEY	311	1.265	81.495
15 FUNCTION_FEBA.BAND	310	1.261	82.756
16 EVENT_CFR.ACTIVATION	309	1.257	84.013
17 ROUTINE_EST.COVERAGE	271	1.102	85.115
18 ROUTINE_WEIGHTED.VOLLEYS	271	1.102	86.218
19 ROUTINE_NORMAL.F	232	.944	87.161
20 ROUTINE_GET.TERRAIN	193	.785	87.946
21 ROUTINE_FA.BN.MOVEMENT	160	.651	88.597
22 ROUTINE_FA.BN.ASGN	156	.635	89.232
23 ROUTINE_HE.OR.ICM.COMPUTATION	154	.626	89.858
24 ROUTINE_MARGINAL.EFFECTS.ADJ	154	.626	90.485
25 ROUTINE_COMPARE.TRS	140	.570	91.054
26 ROUTINE_TIME.REQ	140	.570	91.624
27 FUNCTION_ICM.WLA	137	.557	92.181
28 ROUTINE_TARGET.ANALYSIS	136	.553	92.735
29 ROUTINE_BTRY.FM.DEQ	124	.504	93.239
30 PROCESS_FIRE.MISSION	108	.439	93.678
31 ROUTINE_BTRY.FM.ENQ	108	.439	94.118
32 ROUTINE_REM.EFFECTS.COMPUTATION	106	.431	94.549
33 ROUTINE_CHK.COMP.TR	103	.419	94.968
34 ROUTINE_CHK.FD.TR	103	.419	95.387
35 ROUTINE_GAMMA.F	98	.399	95.786
36 ROUTINE_CFR.DETECTION	90	.366	96.152
37 ROUTINE_BTRY.EFFECTS	81	.330	96.481
38 ROUTINE_UNIT.ENVIR	81	.330	96.811
39 ROUTINE_FDC.TR.DEQ	75	.305	97.116
40 ROUTINE_FINISH.COMPUTATION	75	.305	97.421
41 PROCESS_TARGET.REPORT	74	.301	97.722
42 ROUTINE_FDC.TR.ENQ	74	.301	98.023
43 PROCESS_SHOOT.OUT	71	.289	98.312
44 EVENT_PDB.OPERATOR	59	.240	98.552
45 EVENT_CFR.ON	49	.199	98.751
46 EVENT_CFR.OFF	46	.187	98.938
47 ROUTINE_FD.EFFECTS.REQ	43	.175	99.113
48 EVENT_START.ARTY.MOVEMENT	31	.126	99.239
49 ROUTINE_CHECK.FOR.MINES	31	.126	99.365
50 EVENT_STOP.ARTY.MOVEMENT	30	.122	99.487
51 ROUTINE_EST.MIL.WORTH	29	.118	99.605
52 EVENT_ARTY.OCCUPATION	28	.114	99.719
53 ROUTINE_COPY	21	.085	99.805

54	ROUTINE_DECIDE	9	.037	99.841
55	FUNCTION_EST.TR.RANGE	8	.033	99.874
56	ROUTINE_PROXIMITY.REQ	8	.033	99.906
57	ROUTINE_CHECK.FORCE	7	.028	99.935
58	PROCESS_ARTY.ASSESS	4	.016	99.951
59	PROCESS_HOW.REPAIR	4	.016	99.967
60	ROUTINE_EXPONENTIAL.F	4	.016	99.984
61	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.008	99.992
62	ROUTINE_CFR.DEGRADE	2	.008	100.000
63	''PROGRAM''_MAIN	0	0.	100.000
64	EVENT_ACT.ATK	0	0.	100.000
65	EVENT_ACT.DEF	0	0.	100.000
66	EVENT_ACT.MOVCOR	0	0.	100.000
67	EVENT_ACT.MOVDIS	0	0.	100.000
68	EVENT_ACT.REINF	0	0.	100.000
69	EVENT_AD.ENGAGEMENT	0	0.	100.000
70	EVENT_BTL.ENDED	0	0.	100.000
71	EVENT_CFR.OPERATOR	0	0.	100.000
72	EVENT_CHANGE.LITE	0	0.	100.000
73	EVENT_CHANGE.WEATHER	0	0.	100.000
74	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
75	EVENT_END.SIMULATION	0	0.	100.000
76	EVENT_ENGAGEMENT	0	0.	100.000
77	EVENT_FEBA.SORTIE	0	0.	100.000
78	EVENT_GET.NX.ORD	0	0.	100.000
79	EVENT_HC.DEPART.BATTLE	0	0.	100.000
80	EVENT_HELO.ENGAGEMENT	0	0.	100.000
81	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
82	EVENT_MOVE	0	0.	100.000
83	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
84	EVENT_POSITION.REPORT	0	0.	100.000
85	EVENT_SEND.TEAM	0	0.	100.000
86	EVENT_SET.DEBUG	0	0.	100.000
87	EVENT_START.BATTLE	0	0.	100.000
88	EVENT_START.MOVE	0	0.	100.000
89	EVENT_UPDATE.LOC	0	0.	100.000
90	FUNCTION_AR.PROB.DETECT	0	0.	100.000
91	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
92	FUNCTION_COLLISION	0	0.	100.000
93	FUNCTION_STAY.TIME	0	0.	100.000
94	PROCESS_AC.ATK.TGT	0	0.	100.000
95	PROCESS_AIR.OBSERVER	0	0.	100.000
96	PROCESS_AIRBORNE.RADAR	0	0.	100.000
97	PROCESS_ASSESSMENT	0	0.	100.000
98	PROCESS_CAS.MISSION	0	0.	100.000
99	PROCESS_FORWARD.OBSERVER	0	0.	100.000
100	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
101	PROCESS_HC.RETURN.FARRP	0	0.	100.000
102	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
103	PROCESS_HELICOPTER.FIRE	0	0.	100.000
104	PROCESS_MINE.ASSESS	0	0.	100.000
105	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
106	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
107	PROCESS_WITH.DRAW	0	0.	100.000
108	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
109	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
110	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
111	ROUTINE_AD.SHOOT	0	0.	100.000
112	ROUTINE_ADJUST	0	0.	100.000

113	ROUTINE_AMMO.RPT	0	0.	100.000
114	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
115	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
116	ROUTINE_AO.DETECTION	0	0.	100.000
117	ROUTINE_AR.DETECTION	0	0.	100.000
118	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
119	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
120	ROUTINE_BLOCK.LOS	0	0.	100.000
121	ROUTINE_BTL.CHECK	0	0.	100.000
122	ROUTINE_BTRY.INPUT	0	0.	100.000
123	ROUTINE_CAS.EVAL	0	0.	100.000
124	ROUTINE_CAT.TU.INPUT	0	0.	100.000
125	ROUTINE_CHANGE.LOC	0	0.	100.000
126	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
127	ROUTINE_CHECK.DEAD	0	0.	100.000
128	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
129	ROUTINE_CHECK.LIST	0	0.	100.000
130	ROUTINE_CHECK.PROX	0	0.	100.000
131	ROUTINE_CHECK.STREN	0	0.	100.000
132	ROUTINE_COMBINE.TRS	0	0.	100.000
133	ROUTINE_COMPUTE.D	0	0.	100.000
134	ROUTINE_COMPUTE.WD	0	0.	100.000
135	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
136	ROUTINE_CREATE.FORCE	0	0.	100.000
137	ROUTINE_CREATE.TEAMS	0	0.	100.000
138	ROUTINE_DEAD.UNIT	0	0.	100.000
139	ROUTINE_DECISION.INPUT	0	0.	100.000
140	ROUTINE_DEQ.FEBA.SET	0	0.	100.000
141	ROUTINE_DESTROY.ORD	0	0.	100.000
142	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
143	ROUTINE_DUST.EFFECTS	0	0.	100.000
144	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
145	ROUTINE_EMPTY	0	0.	100.000
146	ROUTINE_END.CAS.MISSION	0	0.	100.000
147	ROUTINE_END.MOVE	0	0.	100.000
148	ROUTINE_ENQ.FEBA.SET	0	0.	100.000
149	ROUTINE_EQ.TE.INPUT	0	0.	100.000
150	ROUTINE_ERROR.STOP	0	0.	100.000
151	ROUTINE_FARRP.CHECK	0	0.	100.000
152	ROUTINE_FARRP.INPUT	0	0.	100.000
153	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
154	ROUTINE_FBN.FD.INPUT	0	0.	100.000
155	ROUTINE_FEBA.INITIAL	0	0.	100.000
156	ROUTINE_FILE.FD.SCHD	0	0.	100.000
157	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
158	ROUTINE_FIN.BATTLE	0	0.	100.000
159	ROUTINE_FIND.START.TIME	0	0.	100.000
160	ROUTINE_FLIGHT.PATH	0	0.	100.000
161	ROUTINE_FORM.TF.LIST	0	0.	100.000
162	ROUTINE_FORPOSITION.OUT	0	0.	100.000
163	ROUTINE_GENERAL.BATTLE	0	0.	100.000
164	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
165	ROUTINE_HC.DISENGAGE	0	0.	100.000
166	ROUTINE_HC.EMPTY	0	0.	100.000
167	ROUTINE_HE.LA.INPUT	0	0.	100.000
168	ROUTINE_HEADING	0	0.	100.000
169	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
170	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
171	ROUTINE_ILLUM.EFFECTS	0	0.	100.000

172	ROUTINE_ILLUM.INPUT	0	0.	100.000
173	ROUTINE_INIT.REINF	0	0.	100.000
174	ROUTINE_INITIAL.DETECT	0	0.	100.000
175	ROUTINE_INITIAL.MOVE	0	0.	100.000
176	ROUTINE_INTER.BATTLE	0	0.	100.000
177	ROUTINE_INTER.HELO	0	0.	100.000
178	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
179	ROUTINE_KV.INPUT	0	0.	100.000
180	ROUTINE_KV.PRINT	0	0.	100.000
181	ROUTINE_KV.SCOREBOARD	0	0.	100.000
182	ROUTINE_LINE.CIRCLE	0	0.	100.000
183	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
184	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
185	ROUTINE_LOS.CHECK	0	0.	100.000
186	ROUTINE_MADS.INPUT	0	0.	100.000
187	ROUTINE_MAIN1	0	0.	100.000
188	ROUTINE_MAIN2	0	0.	100.000
189	ROUTINE_MAIN3	0	0.	100.000
190	ROUTINE_MAO.INPUT	0	0.	100.000
191	ROUTINE_MCFR.INPUT	0	0.	100.000
192	ROUTINE_MFO.INPUT	0	0.	100.000
193	ROUTINE_MIN.MOVE	0	0.	100.000
194	ROUTINE_MINE.DELAY	0	0.	100.000
195	ROUTINE_MINE.EFFECTS	0	0.	100.000
196	ROUTINE_MINE.INPUT	0	0.	100.000
197	ROUTINE_MPDB.INPUT	0	0.	100.000
198	ROUTINE_MRT.TO.FREQ	0	0.	100.000
199	ROUTINE_MUNS.INPUT	0	0.	100.000
200	ROUTINE_NEW.SEGMENT	0	0.	100.000
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
202	ROUTINE_ORD.ATK	0	0.	100.000
203	ROUTINE_ORD.DEF	0	0.	100.000
204	ROUTINE_ORD.MOVCOR	0	0.	100.000
205	ROUTINE_ORD.MOVDIS	0	0.	100.000
206	ROUTINE_ORD.REINF	0	0.	100.000
207	ROUTINE_ORIENTATION	0	0.	100.000
208	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
209	ROUTINE_P.E.M.INPUT	0	0.	100.000
210	ROUTINE_PGM.INPUT	0	0.	100.000
211	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
212	ROUTINE_PIR.DETECTION	0	0.	100.000
213	ROUTINE_PK.COMPUTE	0	0.	100.000
214	ROUTINE_PK.INPUT	0	0.	100.000
215	ROUTINE_PLAT.COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED.POS	0	0.	100.000
218	ROUTINE_PREP.WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE.LIST	0	0.	100.000
220	ROUTINE_PROB.INF	0	0.	100.000
221	ROUTINE_PROB.TIME	0	0.	100.000
222	ROUTINE_PROX.CHECK	0	0.	100.000
223	ROUTINE_PROX.POS	0	0.	100.000
224	ROUTINE_RANGE.COMPUTE	0	0.	100.000
5	ROUTINE_READ.ORDERS	0	0.	100.000
26	ROUTINE_REIN.ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE.HC	0	0.	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
229	ROUTINE_REQUEST.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.ILLUM	0	0.	100.000

231	ROUTINE_REQUEST.SMOKE	0	0.	100.000
232	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
234	ROUTINE_RPV.DETECTION	0	0.	100.000
235	ROUTINE_RUL.EN.INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 24582

CPU USAGE FOR SIMULATED HOUR 23. = 124.44 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 24.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	7088	26.366	26.366
2 FUNCTION_ACT.RANGE	5793	21.549	47.915
3 ROUTINE_SIZE.ESTIMATE	2148	7.990	55.905
4 ROUTINE_FINAL.COVERAGE	1682	6.257	62.162
5 ROUTINE_LOCATE.SECTOR	1082	4.025	66.187
6 FUNCTION_COMBINATIONS	740	2.753	68.939
7 ROUTINE_PDB.DETECTION	716	2.663	71.603
8 EVENT_PDB.ACTIVATION	648	2.410	74.013
9 ROUTINE_FO.DETECTION	631	2.347	76.361
10 ROUTINE_OUTPUT.ATTRITION	411	1.529	77.889
11 ROUTINE_NOISE.DEGRADE	360	1.339	79.229
12 EVENT_CFR.ACTIVATION	324	1.205	80.434
13 FUNCTION_EST.RANGE	322	1.198	81.632
14 ROUTINE_VOLLEY	322	1.198	82.829
15 FUNCTION_HE.WLA	318	1.183	84.012
16 FUNCTION_FEBA.BAND	312	1.161	85.173
17 ROUTINE_EST.COVERAGE	285	1.060	86.233
18 ROUTINE_WEIGHTED.VOLLEYS	285	1.060	87.293
19 ROUTINE_NORMAL.F	251	.934	88.227
20 ROUTINE_GET.TERRAIN	210	.781	89.008
21 ROUTINE_HE.OR.ICM.COMPUTATION	165	.614	89.622
22 ROUTINE_MARGINAL.EFFECTS.ADJ	165	.614	90.235
23 ROUTINE_FA.BN.MOVEMENT	161	.599	90.834
24 FUNCTION_ICM.WLA	148	.551	91.385
25 ROUTINE_FA.BN.ASGN	147	.547	91.932
26 ROUTINE_TARGET.ANALYSIS	130	.484	92.415
27 PROCESS_FIRE.MISSION	128	.476	92.891
28 ROUTINE_BTRY.FM.ENQ	128	.476	93.368
29 ROUTINE_REM.EFFECTS.COMPUTATION	126	.469	93.836
30 ROUTINE_BTRY.FM.DEQ	118	.439	94.275
31 ROUTINE_COMPARE.TRS	113	.420	94.696
32 ROUTINE_TIME.REQ	113	.420	95.116
33 ROUTINE_CFR.DETECTION	103	.383	95.499
34 ROUTINE_CHK.COMP.TR	98	.365	95.864
35 ROUTINE_CHK.FD.TR	97	.361	96.224
36 ROUTINE_BTRY.EFFECTS	91	.339	96.563
37 ROUTINE_UNIT.ENVIR	91	.339	96.901
38 ROUTINE_GAMMA.F	86	.320	97.221
39 ROUTINE_FDC.TR.DEQ	73	.272	97.493
40 ROUTINE_FINISH.COMPUTATION	73	.272	97.764
41 PROCESS_SHOOT.OUT	72	.268	98.032
42 PROCESS_TARGET.REPORT	69	.257	98.289
43 ROUTINE_FDC.TR.ENQ	69	.257	98.546
44 EVENT_PDB.OPERATOR	55	.205	98.750
45 EVENT_CFR.OFF	47	.175	98.925
46 EVENT_CFR.ON	43	.160	99.085
47 ROUTINE_FD.EFFECTS.REQ	41	.153	99.237
48 EVENT_ARTY.OCCUPATION	33	.123	99.360
49 EVENT_STOP.ARTY.MOVEMENT	32	.119	99.479
50 EVENT_START.ARTY.MOVEMENT	28	.104	99.583
51 ROUTINE_CHECK.FOR.MINES	28	.104	99.688
52 ROUTINE_EST.MIL.WORTH	28	.104	99.792
53 ROUTINE_COPY	18	.067	99.859

54	PROCESS_ARTY.ASSESS	6	.022	99.881
55	ROUTINE_EXPONENTIAL.F	6	.022	99.903
56	FUNCTION_EST.TR.RANGE	5	.019	99.922
57	ROUTINE_PROXIMITY.REQ	5	.019	99.940
58	ROUTINE_CFR.DEGRADE	4	.015	99.955
59	PROCESS_HOW.REPAIR	3	.011	99.967
60	EVENT_CFR.OPERATOR	2	.007	99.974
61	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.007	99.981
62	ROUTINE_DECIDE	2	.007	99.989
63	EVENT_POSITION.REPORT	1	.004	99.993
64	ROUTINE_CHECK.FORCE	1	.004	99.996
65	ROUTINE_FORPOSITION.OUT	1	.004	100.
66	''PROGRAM''_MAIN	0	0.	100.
67	EVENT_ACT.ATK	0	0.	100.
68	EVENT_ACT.DEF	0	0.	100.
69	EVENT_ACT.MOVCOR	0	0.	100.
70	EVENT_ACT.MOVDIS	0	0.	100.
71	EVENT_ACT.REINF	0	0.	100.
72	EVENT_AD.ENGAGEMENT	0	0.	100.
73	EVENT_BTL.ENDED	0	0.	100.
74	EVENT_CHANGE.LITE	0	0.	100.
75	EVENT_CHANGE.WEATHER	0	0.	100.
76	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.
77	EVENT_END.SIMULATION	0	0.	100.
78	EVENT_ENGAGEMENT	0	0.	100.
79	EVENT_FEBA.SORTIE	0	0.	100.
80	EVENT_GET.NX.ORD	0	0.	100.
81	EVENT_HC.DEPART.BATTLE	0	0.	100.
82	EVENT_HELO.ENGAGEMENT	0	0.	100.
83	EVENT_INIT.PREPLAN.CAS	0	0.	100.
84	EVENT_MOVE	0	0.	100.
85	EVENT_OFF.LINE.ATTRITION	0	0.	100.
86	EVENT_SEND.TEAM	0	0.	100.
87	EVENT_SET.DEBUG	0	0.	100.
88	EVENT_START.BATTLE	0	0.	100.
89	EVENT_START.MOVE	0	0.	100.
90	EVENT_UPDATE.LOC	0	0.	100.
91	FUNCTION_AR.PROB.DETECT	0	0.	100.
92	FUNCTION_BTRY.AVAILABLE	0	0.	100.
93	FUNCTION_COLLISION	0	0.	100.
94	FUNCTION_STAY.TIME	0	0.	100.
95	PROCESS_AC.ATK.TGT	0	0.	100.
96	PROCESS_AIR.OBSERVER	0	0.	100.
97	PROCESS_AIRBORNE.RADAR	0	0.	100.
98	PROCESS_ASSESSMENT	0	0.	100.
99	PROCESS_CAS.MISSION	0	0.	100.
100	PROCESS_FORWARD.OBSERVER	0	0.	100.
101	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.
102	PROCESS_HC.RETURN.FARRP	0	0.	100.
103	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.
104	PROCESS_HELICOPTER.FIRE	0	0.	100.
105	PROCESS_MINE.ASSESS	0	0.	100.
106	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.
107	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.
108	PROCESS_WITH.DRAW	0	0.	100.
109	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.
110	ROUTINE_AC.DF.EFFECTS	0	0.	100.
111	ROUTINE_AC.MUNS.INPUT	0	0.	100.
112	ROUTINE_AD.SHOOT	0	0.	100.

113	ROUTINE_ADJUST	0	0.	100.
114	ROUTINE_AMMO.RPT	0	0.	100.
115	ROUTINE_ANALYSIS.OUTPUT	0	0	100.
116	ROUTINE_ANGLE.COMPUTE	0	0.	100.
117	ROUTINE_AO.DETECTION	0	0.	100.
118	ROUTINE_AR.DETECTION	0	0.	100.
119	ROUTINE_ATTRIT.SENSOR	0	0.	100.
120	ROUTINE_BETWEEN.ROUTINE	0	0.	100.
121	ROUTINE_BLOCK.LOS	0	0.	100.
122	ROUTINE_BTL.CHECK	0	0.	100.
123	ROUTINE_BTRY.INPUT	0	0.	100.
124	ROUTINE_CAS.EVAL	0	0.	100.
125	ROUTINE_CAT.TU.INPUT	0	0.	100.
126	ROUTINE_CHANGE.LOC	0	0.	100.
127	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.
128	ROUTINE_CHECK.DEAD	0	0.	100.
129	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.
130	ROUTINE_CHECK.LIST	0	0.	100.
131	ROUTINE_CHECK.PROX	0	0.	100.
132	ROUTINE_CHECK.STREN	0	0.	100.
133	ROUTINE_COMBINE.TRS	0	0.	100.
134	ROUTINE_COMPUTE.D	0	0.	100.
135	ROUTINE_COMPUTE.WD	0	0.	100.
136	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.
137	ROUTINE_CREATE.FORCE	0	0.	100.
138	ROUTINE_CREATE.TEAMS	0	0.	100.
139	ROUTINE_DEAD.UNIT	0	0.	100.
140	ROUTINE_DECISION.INPUT	0	0.	100.
141	ROUTINE_DEQ.FEBA.SET	0	0.	100.
142	ROUTINE_DESTROY.ORD	0	0.	100.
143	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.
144	ROUTINE_DUST.EFFECTS	0	0.	100.
145	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.
146	ROUTINE_EMPTY	0	0.	100.
147	ROUTINE_END.CAS.MISSION	0	0.	100.
148	ROUTINE_END.MOVE	0	0.	100.
149	ROUTINE_ENQ.FEBA.SET	0	0.	100.
150	ROUTINE_EQ.TE.INPUT	0	0.	100.
151	ROUTINE_ERROR.STOP	0	0.	100.
152	ROUTINE_FARRP.CHECK	0	0.	100.
153	ROUTINE_FARRP.INPUT	0	0.	100.
154	ROUTINE_FASCAM.COMPUTATION	0	0.	100.
155	ROUTINE_FBN.FD.INPUT	0	0.	100.
156	ROUTINE_FEBA.INITIAL	0	0.	100.
157	ROUTINE_FILE.FD.SCHD	0	0.	100.
158	ROUTINE_FILE.KAD.SENSOR	0	0.	100.
159	ROUTINE_FIN.BATTLE	0	0.	100.
160	ROUTINE_FIND.START.TIME	0	0.	100.
161	ROUTINE_FLIGHT.PATH	0	0.	100.
162	ROUTINE_FORM.TF.LIST	0	0.	100.
163	ROUTINE_GENERAL.BATTLE	0	0.	100.
164	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.
165	ROUTINE_HC.DISENGAGE	0	0.	100.
166	ROUTINE_HC.EMPTY	0	0.	100.
167	ROUTINE_HE.LA.INPUT	0	0.	100.
168	ROUTINE_HEADING	0	0.	100.
169	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.
170	ROUTINE_ILLUM.COMPUTATION	0	0.	100.
171	ROUTINE_ILLUM.EFFECTS	0	0.	100.

172	ROUTINE_ILLUM.INPUT	0	0	100.
173	ROUTINE_INIT.REINF	0	0.	100.
174	ROUTINE_INITIAL.DETECT	0	0.	100.
175	ROUTINE_INITIAL.MOVE	0	0.	100.
176	ROUTINE_INTER.BATTLE	0	0.	100.
177	ROUTINE_INTER.HELO	0	0.	100.
178	ROUTINE_JOHNSON.CRITERIA	0	0.	100.
179	ROUTINE_KV.INPUT	0	0.	100.
180	ROUTINE_KV.PRINT	0	0.	100.
181	ROUTINE_KV.SCOREBOARD	0	0.	100.
182	ROUTINE_LINE.CIRCLE	0	0.	100.
183	ROUTINE_LINE.OF.SIGHT	0	0.	100.
184	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.
185	ROUTINE_LOS.CHECK	0	0.	100.
186	ROUTINE_MADS.INPUT	0	0.	100.
187	ROUTINE_MAIN1	0	0.	100.
188	ROUTINE_MAIN2	0	0.	100.
189	ROUTINE_MAIN3	0	0.	100.
190	ROUTINE_MAO.INPUT	0	0.	100.
191	ROUTINE_MCFR.INPUT	0	0.	100.
192	ROUTINE_MFO.INPUT	0	0.	100.
193	ROUTINE_MIN.MOVE	0	0.	100.
194	ROUTINE_MINE.DELAY	0	0.	100.
195	ROUTINE_MINE.EFFECTS	0	0.	100.
196	ROUTINE_MINE.INPUT	0	0.	100.
197	ROUTINE_MPDB.INPUT	0	0.	100.
198	ROUTINE_MRT.TO.FREQ	0	0.	100.
199	ROUTINE_MUNS.INPUT	0	0.	100.
200	ROUTINE_NEW.SEGMENT	0	0.	100.
201	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.
202	ROUTINE_ORD.ATK	0	0.	100.
203	ROUTINE_ORD.DEF	0	0.	100.
204	ROUTINE_ORD.MOVCOR	0	0.	100.
205	ROUTINE_ORD.MOVDIS	0	0.	100.
206	ROUTINE_ORD.REINF	0	0.	100.
207	ROUTINE_ORIENTATION	0	0.	100.
208	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
209	ROUTINE_P.E.M.INPUT	0	0.	100.
210	ROUTINE_PGM.INPUT	0	0.	100.
211	ROUTINE_PGM.MSN.ASGN	0	0.	100.
212	ROUTINE_PIR.DETECTION	0	0.	100.
213	ROUTINE_PK.COMPUTE	0	0.	100.
214	ROUTINE_PK.INPUT	0	0.	100.
215	ROUTINE_PLAT.COUNT	0	0.	100.
216	ROUTINE_POSITION	0	0.	100.
217	ROUTINE_PRED.POS	0	0.	100.
218	ROUTINE_PREP.WITHDRAW	0	0.	100.
219	ROUTINE_PREPARE.LIST	0	0.	100.
220	ROUTINE_PROB.INF	0	0.	100.
221	ROUTINE_PROB.TIME	0	0.	100.
222	ROUTINE_PROX.CHECK	0	0.	100.
223	ROUTINE_PROX.POS	0	0.	100.
224	ROUTINE_RANGE.COMPUTE	0	0.	100.
225	ROUTINE_READ.ORDERS	0	0.	100.
226	ROUTINE_REIN.ARRIVE	0	0.	100.
227	ROUTINE_REPLACE.HC	0	0.	100.
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.
229	ROUTINE_REQUEST.FASCAM	0	0.	100.
230	ROUTINE_REQUEST.ILLUM	0	0.	100.

231	ROUTINE_REQUEST.SMOKE	0	0.	100.
232	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.
233	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.
234	ROUTINE_RPV.DETECTION	0	0.	100.
235	ROUTINE_RUL.EN.INPUT	0	0.	100.
236	ROUTINE_SEARCH	0	0.	100.
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.
239	ROUTINE_SENSOR.INPUT	0	0.	100.
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.
242	ROUTINE_SMOKE.INPUT	0	0.	100.
243	ROUTINE_SNAP.R	0	0.	100.
244	ROUTINE_SNAP2	0	0.	100.
245	ROUTINE_ST.INPUT	0	0.	100.
246	ROUTINE_SUBM.INPUT	0	0.	100.
247	ROUTINE_SWITCH.FO	0	0.	100.
248	ROUTINE_SYS.INPUT	0	0.	100.
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.
250	ROUTINE_TACAIR.INPUT	0	0.	100.
251	ROUTINE_TB.INPUT	0	0.	100.
252	ROUTINE_TBF.INPUT	0	0.	100.
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.
254	ROUTINE_TERM.CHECK	0	0.	100.
255	ROUTINE_TIME.TO.DETECT	0	0.	100.
256	ROUTINE_TR.INPUT	0	0.	100.
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.
260	ROUTINE_UNIT.INPUT	0	0.	100.
261	ROUTINE_UNIT.PRIORITY	0	0.	100.
262	ROUTINE_VIS.INPUT	0	0.	100.
263	ROUTINE_WEIBULL.F	0	0.	100.
264	ROUTINE_WHAT.NEXT	0	0.	100.

TOTAL INVOCATIONS = 26883

CPU USAGE FOR SIMULATED HOUR 24. = 145.84 SECONDS

COSAGE SUMMARY INVOCATION REPORT

TOP 264 (100%) INVOKED ROUTINES	TOTAL INVOCATIONS	PCT TOTAL CALLS	ACC TOTAL PCT
1 FUNCTION_ACT.RANGE	1189098	17.459	17.459
2 ROUTINE_RANGE.COMPUTE	792643	11.638	29.097
3 ROUTINE_PK.COMPUTE	741236	10.883	39.980
4 ROUTINE_PROX.CHECK	399966	5.872	45.852
5 ROUTINE_JOHNSON.CRITERIA	344157	5.053	50.906
6 ROUTINE_PROB.INF	344157	5.053	55.959
7 ROUTINE_PROB.TIME	344157	5.053	61.012
8 ROUTINE_SEARCH	344157	5.053	66.065
9 ROUTINE_TIME.TO.DETECT	312629	4.590	70.655
10 ROUTINE_FRAC.COMPUTE	291000	4.273	74.927
11 ROUTINE_CONTRAST.TO.FREQ	268234	3.938	78.866
12 ROUTINE_LOCATE.SECTOR	142090	2.086	80.952
13 ROUTINE_CHECK.ENGAGEMENT	129648	1.904	82.856
14 ROUTINE_SIZE.ESTIMATE	128398	1.885	84.741
15 ROUTINE_MRT.TO.FREQ	75923	1.115	85.855
16 ROUTINE_TEMPERATURE.ATTENUATION	75923	1.115	86.970
17 ROUTINE_FINAL.COVERAGE	74273	1.091	88.061
18 PROCESS_ASSESSMENT	53613	.787	88.848
19 ROUTINE_PDB.DETECTION	44444	.653	89.500
20 FUNCTION_COMBINATIONS	41320	.607	90.107
21 ROUTINE_DEQ.FEBA.SET	40041	.588	90.695
22 ROUTINE_ENQ.FEBA.SET	39866	.585	91.280
23 PROCESS_SHOOT.OUT	36804	.540	91.821
24 EVENT_PDB.ACTIVATION	35159	.516	92.337
25 ROUTINE_WEIBULL.F	23942	.352	92.688
26 FUNCTION_EST.RANGE	23356	.343	93.031
27 ROUTINE_NOISE.DEGRADE	22223	.326	93.358
28 ROUTINE_NORMAL.F	20372	.299	93.657
29 ROUTINE_FO.DETECTION	18830	.276	93.933
30 ROUTINE_VOLLEY	17583	.258	94.191
31 EVENT_CFR.ACTIVATION	17580	.258	94.450
32 ROUTINE_MIN.MOVE	17414	.256	94.705
33 FUNCTION_HE.WLA	17263	.253	94.959
34 ROUTINE_OUTPUT.ATTRITION	16960	.249	95.208
35 FUNCTION_FEBA.BAND	16059	.236	95.443
36 ROUTINE_CHANGE.LOC	12816	.188	95.632
37 ROUTINE_LOS.CHECK	12816	.188	95.820
38 ROUTINE_EST.COVERAGE	12333	.181	96.001
39 ROUTINE_WEIGHTED.VOLLEYS	12333	.181	96.182
40 ROUTINE_COMPUTE.D	11475	.168	96.350
41 EVENT_UPDATE.LOC	10073	.148	96.498
42 ROUTINE_TARGET.ANALYSIS	9942	.146	96.644
43 ROUTINE_GET.TERRAIN	9862	.145	96.789
44 ROUTINE_HE.OR.ICM.COMPUTATION	9137	.134	96.923
45 ROUTINE_GAMMA.F	8906	.131	97.054
46 ROUTINE_COMPARE.TRS	8869	.130	97.184
47 ROUTINE_MARGINAL.EFFECTS.ADJ	8624	.127	97.311
48 ROUTINE_TIME.REQ	7399	.109	97.420
49 ROUTINE_CHK.COMP.TR	7360	.108	97.528
50 ROUTINE_CHK.FD.TR	7352	.108	97.636
51 ROUTINE_FA.BN.ASGN	6922	.102	97.737
52 ROUTINE_NEW.SEGMENT	6792	.100	97.837
53 ROUTINE_FA.BN.MOVEMENT	6682	.098	97.935

54	ROUTINE_CFR.DETECTION	6255	.092	98	027
55	ROUTINE_ANGLE.COMPUTE	5699	.084	98	111
56	FUNCTION_ICM.WLA	5467	.080	98	191
57	PROCESS_FIRE.MISSION	5453	.080	98	271
58	ROUTINE_BTRY.FM.ENQ	5453	.080	98	351
59	ROUTINE_REM.EFFECTS.COMPUTATION	5443	.080	98	431
60	ROUTINE_BTRY.FM.DEQ	5392	.079	98	510
61	PROCESS_TARGET.REPORT	5375	.079	98	589
62	ROUTINE_FDC.TR.ENQ	4938	.073	98	661
63	ROUTINE_FDC.TR.DEQ	4920	.072	98	734
64	ROUTINE_FINISH.COMPUTATION	4920	.072	98	806
65	ROUTINE_BLOCK.LOS	4276	.063	98	869
66	ROUTINE_BTRY.EFFECTS	4054	.060	98	928
67	ROUTINE_UNIT.ENVIR	4046	.059	98	988
68	ROUTINE_DUST.EFFECTS	3081	.045	99	033
69	ROUTINE_SEGMENT.ADJUST	3049	.045	99	078
70	ROUTINE_CHECK.PROX	2795	.041	99	119
71	ROUTINE_POSITION	2770	.041	99	159
72	ROUTINE_CFR.DEGRADE	2604	.038	99	198
73	EVENT_MOVE	2542	.037	99	235
74	ROUTINE_EXPONENTIAL_F	2541	.037	99	272
75	ROUTINE_REQUEST.SMOKE	2511	.037	99	309
76	ROUTINE_CAS.EVAL	2500	.037	99	346
77	EVENT_CFR.OPERATOR	2404	.035	99	381
78	FUNCTION_EST.TR.RANGE	2344	.034	99	415
79	ROUTINE_PROXIMITY.REQ	2344	.034	99	450
80	ROUTINE_EST.MIL.WORTH	2250	.033	99	483
81	EVENT_ENGAGEMENT	1953	.029	99	512
82	ROUTINE_REQUEST.ILLUM	1953	.029	99	540
83	ROUTINE_CHECK.FOR.MINES	1826	.027	99	567
84	ROUTINE_FD.EFFECTS.REQ	1819	.027	99	594
85	ROUTINE_LOCATE.SEARCH.AREA	1735	.025	99	619
86	EVENT_PDB.OPERATOR	1719	.025	99	644
87	ROUTINE_COPY	1442	.021	99	666
88	ROUTINE_COMPUTE.WD	1376	.020	99	686
89	EVENT_START.ARTY.MOVEMENT	1320	.019	99	705
90	EVENT_STOP.ARTY.MOVEMENT	1320	.019	99	725
91	EVENT_ARTY.OCCUPATION	1318	.019	99	744
92	ROUTINE_DECIDE	1074	.016	99	760
93	ROUTINE_REQUEST.DEF.FASCAM	1009	.015	99	775
94	EVENT_CFR.ON	837	.012	99	787
95	EVENT_CFR.OFF	836	.012	99	799
96	EVENT_GET.NX.ORD	721	.011	99	810
97	ROUTINE_CHECK.FORCE	674	.010	99	820
98	ROUTINE_PRED.POS	650	.010	99	829
99	PROCESS_ARTY.ASSESS	562	.008	99	837
100	PROCESS_WITH.DRAW	558	.008	99	846
101	ROUTINE_PREP.WITHDRAW	558	.008	99	854
102	ROUTINE_REQUEST.WD.FASCAM	558	.008	99	862
103	ROUTINE_TERM.CHECK	546	.008	99	870
104	PROCESS_HOW.REPAIR	507	.007	99	877
105	EVENT_START.MOVE	506	.007	99	885
106	EVENT_ACT.DEF	449	.007	99	891
107	PROCESS_FORWARD.OBSERVER	421	.006	99	898
108	ROUTINE_COMBINE.TRS	354	.005	99	903
109	ROUTINE_CREATE.FORCE	330	.005	99	908
110	ROUTINE_UNIT.ASSIGNMENT	330	.005	99	913
111	ROUTINE_SWITCH.FO	329	.005	99	917
112	ROUTINE_CHECK.DEAD	328	.005	99	922

113	ROUTINE_HEADING	313	.005	99.927
114	EVENT_ACT.MOVCOR	295	.004	99.931
115	ROUTINE_END.MOVE	285	.004	99.935
116	ROUTINE_ORD.DEF	267	.004	99.939
117	ROUTINE_CHECK.LIST	248	.004	99.943
118	ROUTINE_ORD.MOVCOR	235	.003	99.946
119	ROUTINE_UNIT.PRIORITY	222	.003	99.950
120	EVENT_ACT.MOVDIS	213	.003	99.953
121	ROUTINE_WHAT.NEXT	199	.003	99.956
122	ROUTINE_CHECK.STREN	192	.003	99.958
123	ROUTINE_DEAD.UNIT	175	.003	99.961
124	EVENT_START.BATTLE	165	.002	99.963
125	ROUTINE_ADJUST	165	.002	99.966
126	ROUTINE_GENERAL.BATTLE	165	.002	99.968
127	ROUTINE_INITIAL.DETECT	165	.002	99.971
128	ROUTINE_INITIAL.MOVE	165	.002	99.973
129	ROUTINE_LINE.OF.SIGHT	165	.002	99.976
130	ROUTINE_ORIENTATION	165	.002	99.978
131	ROUTINE_EMPTY	164	.002	99.980
132	ROUTINE_PGM.MSN.ASGN	140	.002	99.982
133	ROUTINE_PROX.POS	138	.002	99.984
134	EVENT_ACT.ATK	111	.002	99.986
135	ROUTINE_PREPARE.LIST	111	.002	99.988
136	EVENT_BTL.ENDED	110	.002	99.989
137	ROUTINE_FIN.BATTLE	110	.002	99.991
138	ROUTINE_ORD.MOVDIS	106	.002	99.992
139	ROUTINE_ORD.ATK	90	.001	99.994
140	ROUTINE_FORM.TF.LIST	76	.001	99.995
141	ROUTINE_INTER.BATTLE	54	+8.E-04	99.996
142	ROUTINE_INTER.HELO	54	+8.E-04	99.997
143	EVENT_SCHEDULE.ARTY.MOVEMENT	48	+7.E-04	99.997
144	ROUTINE_RESET.FEBA.SECTOR	44	+6.E-04	99.998
145	ROUTINE_DESTROY.ORD	36	+5.E-04	99.998
146	FUNCTION_COLLISION	18	+3.E-04	99.999
147	ROUTINE_CREATE.TEAMS	17	+2.E-04	99.999
148	ROUTINE_DQ.CMSN.QUEUE	11	+2.E-04	99.999
149	ROUTINE_ATTRIT.SENSOR	10	+1.E-04	99.999
150	EVENT_CHANGE.WEATHER	9	+1.E-04	99.999
151	EVENT_CHANGE.LITE	2	+3.E-05	99.999
152	EVENT_POSITION.REPORT	2	+3.E-05	99.999
153	ROUTINE_FORPOSITION.OUT	2	+3.E-05	99.999
154	''PROGRAM''_MAIN	1	+1.E-05	99.999
155	ROUTINE_BTRY.INPUT	1	+1.E-05	99.999
156	ROUTINE_CAT.TU.INPUT	1	+1.E-05	99.999
157	ROUTINE_DECISION.INPUT	1	+1.E-05	100.000
158	ROUTINE_EQ.TE.INPUT	1	+1.E-05	100.000
159	ROUTINE_FARRP.INPUT	1	+1.E-05	100.000
160	ROUTINE_FBN.FD.INPUT	1	+1.E-05	100.000
161	ROUTINE_FEBA.INITIAL	1	+1.E-05	100.000
162	ROUTINE_HE.LA.INPUT	1	+1.E-05	100.000
163	ROUTINE_ILLUM.INPUT	1	+1.E-05	100.000
164	ROUTINE_KV.INPUT	1	+1.E-05	100.000
165	ROUTINE_MAIN1	1	+1.E-05	100.000
166	ROUTINE_MAIN2	1	+1.E-05	100.000
167	ROUTINE_MAIN3	1	+1.E-05	100.000
168	ROUTINE_MAO.INPUT	1	+1.E-05	100.000
169	ROUTINE_MCFR.INPUT	1	+1.E-05	100.000
170	ROUTINE_MFO.INPUT	1	+1.E-05	100.000
171	ROUTINE_MINE.INPUT	1	+1.E-05	100.000

172	ROUTINE_MPDB.INPUT	1	+1.E-05	100.000
173	ROUTINE_MUNS.INPUT	1	+1.E-05	100.000
174	ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	+1.E-05	100.000
175	ROUTINE_P.E.M.INPUT	1	+1.E-05	100.000
176	ROUTINE_PGM.INPUT	1	+1.E-05	100.000
177	ROUTINE_PK.INPUT	1	+1.E-05	100.000
178	ROUTINE_READ.ORDERS	1	+1.E-05	100.000
179	ROUTINE_RUL.EN.INPUT	1	+1.E-05	100.000
180	ROUTINE_SENSOR.INPUT	1	+1.E-05	100.000
181	ROUTINE_SMOKE.INPUT	1	+1.E-05	100.000
182	ROUTINE_ST.INPUT	1	+1.E-05	100
183	ROUTINE_SUBM.INPUT	1	+1.E-05	100.000
184	ROUTINE_SYS.INPUT	1	+1.E-05	100.000
185	ROUTINE_TACAIR.INPUT	1	+1.E-05	100.000
186	ROUTINE_TB.INPUT	1	+1.E-05	100.000
187	ROUTINE_TBF.INPUT	1	+1.E-05	100.000
188	ROUTINE_TT.FACTORS.INPUT	1	+1.E-05	100.000
189	ROUTINE_TYPE.WEAPON.INPUT	1	+1.E-05	100.000
190	ROUTINE_UNIT.INPUT	1	+1.E-05	100.000
191	ROUTINE_VIS.INPUT	1	+1.E-05	100.000
192	EVENT_ACT.REINF	0	0.	100.000
193	EVENT_AD.ENGAGEMENT	0	0.	100.000
194	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
195	EVENT_END.SIMULATION	0	0.	100.000
196	EVENT_FEBA.SORTIE	0	0.	100.000
197	EVENT_HC.DEPART.BATTLE	0	0.	100.000
198	EVENT_HELO.ENGAGEMENT	0	0.	100.000
199	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
200	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
201	EVENT_SEND.TEAM	0	0.	100.000
202	EVENT_SET.DEBUG	0	0.	100.000
203	FUNCTION_AR.PROB.DETECT	0	0.	100.000
204	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
205	FUNCTION_STAY.TIME	0	0.	100.000
206	PROCESS_AC.ATK.TGT	0	0.	100.000
207	PROCESS_AIR.OBSERVER	0	0.	100.000
208	PROCESS_AIRBORNE.RADAR	0	0.	100.000
209	PROCESS_CAS.MISSION	0	0.	100.000
210	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
211	PROCESS_HC.RETURN.FARRP	0	0.	100.000
212	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
213	PROCESS_HELICOPTER.FIRE	0	0.	100.000
214	PROCESS_MINE.ASSESS	0	0.	100.000
215	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
216	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
217	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
218	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
219	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
220	ROUTINE_AD.SHOOT	0	0.	100.000
221	ROUTINE_AMMO.RPT	0	0.	100.000
222	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
223	ROUTINE_AO.DETECTION	0	0.	100.000
224	ROUTINE_AR.DETECTION	0	0.	100.000
225	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
226	ROUTINE_BTL.CHECK	0	0.	100.000
227	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
228	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
229	ROUTINE_END.CAS.MISSION	0	0.	100.000
230	ROUTINE_ERROR.STOP	0	0.	100.000

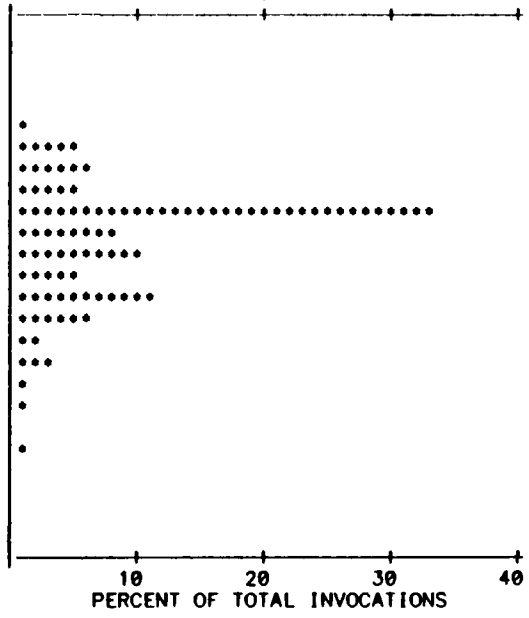
231	ROUTINE_FARRP.CHECK	0	0.	100.000
232	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
233	ROUTINE_FILE.FD.SCHD	0	0.	100.000
234	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
235	ROUTINE_FIND.START.TIME	0	0.	100.000
236	ROUTINE_FLIGHT.PATH	0	0.	100.000
237	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
238	ROUTINE_HC.DISENGAGE	0	0.	100.000
239	ROUTINE_HC.EMPTY	0	0.	100.000
240	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
241	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
242	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
243	ROUTINE_INIT.REINF	0	0.	100.000
244	ROUTINE_KV.PRINT	0	0.	100.000
245	ROUTINE_KV.SCOREBOARD	0	0.	100.000
246	ROUTINE_LINE.CIRCLE	0	0.	100.000
247	ROUTINE_MADS.INPUT	0	0.	100.000
248	ROUTINE_MINE.DELAY	0	0.	100.000
249	ROUTINE_MINE.EFFECTS	0	0.	100.000
250	ROUTINE_ORD.REINF	0	0.	100.000
251	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
252	ROUTINE_PIR.DETECTION	0	0.	100.000
253	ROUTINE_PLAT.COUNT	0	0.	100.000
254	ROUTINE_REIN.ARRIVE	0	0.	100.000
255	ROUTINE_REPLACE.HC	0	0.	100.000
256	ROUTINE_REQUEST.FASCAM	0	0.	100.000
257	ROUTINE_RPV.DETECTION	0	0.	100.000
258	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
259	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
260	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
261	ROUTINE_SNAP.R	0	0.	100.000
262	ROUTINE_SNAP2	0	0.	100.000
263	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
264	ROUTINE_TR.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 6810855

COSAGE INVOCATION SUMMARY

SIMULATED HOUR	INVOCATIONS	PCT OF TOTAL INVOCATIONS
1	16767	.25
2	13097	.19
3	1939	.03
4	14152	.21
5	44843	.66
6	308729	4.53
7	427946	6.28
8	323244	4.75
9	2235910	32.83
10	542160	7.96
11	713853	10.48
12	327358	4.81
13	765553	11.24
14	411541	6.04
15	135217	1.99
16	213329	3.13
17	82955	1.22
18	52353	.77
19	29260	.43
20	38559	.57
21	31171	.46
22	29454	.43
23	24582	.36
24	26883	.39
TOTAL	6810855	100.00

BAR CHART



COSAGE CPU USAGE SUMMARY

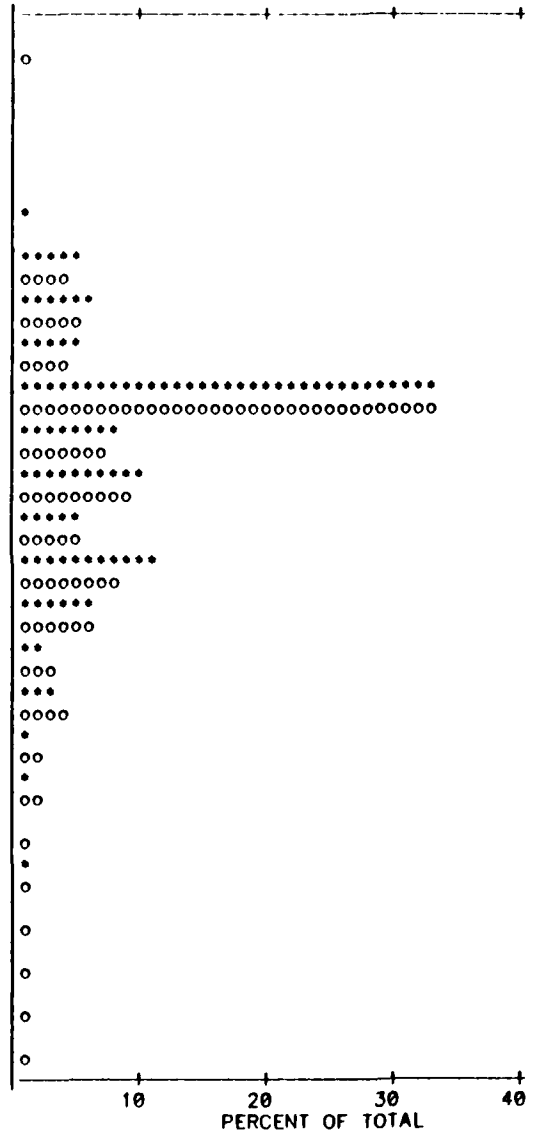
SIMULATED HOUR	CPU SECONDS	PCT OF TOTAL CPU SECONDS	BAR CHART
1	227.38	1.36	o
2	7.94	.05	
3	2.06	.01	
4	7.84	05	
5	58.88	.35	
6	710.93	4.25	oooo
7	914.34	5 46	ooooo
8	724.03	4.33	oooo
9	5484.19	32.76	oooooooooooooooooooooooooooooooo
10	1191.71	7.12	ooooooo
11	1532.83	9.16	oooooooooo
12	814.74	4.87	ooooo
13	1368.14	8.17	oooooooo
14	1026.07	6.13	oooooo
15	455.59	2.72	ooo
16	598.46	3.58	oooo
17	391.89	2.34	oo
18	313.35	1.87	oo
19	147.43	.88	o
20	190.23	1.14	o
21	154.16	.92	o
22	145.85	.87	o
23	124.44	.74	o
24	145.84	.87	o
TOTAL	16738.32	100.00	

10 20 30 40

PERCENT OF TOTAL CPU SECONDS

COSAGE INVOCATION AND CPU USAGE Y

SIMULATED HOUR	PERCENT OF INVOCATIONS AND CPU SECONDS
1	.25
	1.36
2	.19
	.05
3	.03
	.01
4	.21
	.05
5	.66
	.35
6	4.53
	4.25
7	6.28
	5.46
8	4.75
	4.33
9	32.83
	32.76
10	7.96
	7.12
11	10.48
	9.16
12	4.81
	4.87
13	11.24
	8.17
14	6.04
	6.13
15	1.99
	2.72
16	3.13
	3.58
17	1.22
	2.34
18	.77
	1.87
19	.43
	.88
20	.57
	1.14
21	.46
	.92
22	.43
	.87
23	.36
	.74
24	.39
	.87



• = PCT INVOCATIONS o = PCT CPU SECONDS

APPENDIX C
COSAGE HOURLY INVOCATION REPORT
(random number seed 6)

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 1.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	9892	59.358	59.358
2 ROUTINE_EXPONENTIAL.F	2048	12.289	71.647
3 ROUTINE_GAMMA.F	1810	10.861	82.508
4 ROUTINE_LOCATE.SECTOR	678	4.068	86.577
5 PROCESS_FORWARD.OBSERVER	421	2.526	89.103
6 ROUTINE_LOCATE.SEARCH.AREA	421	2.526	91.629
7 ROUTINE_ORD.DEF	267	1.602	93.231
8 ROUTINE_ORD.MOVCOR	235	1.410	94.641
9 ROUTINE_FA.BN.MOVEMENT	132	.792	95.434
10 ROUTINE_ORD.MOVDIS	106	.636	96.070
11 EVENT_ACT.DEF	100	.600	96.670
12 ROUTINE_ORD.ATK	90	.540	97.210
13 ROUTINE_FORM.TF.LIST	76	.456	97.666
14 ROUTINE_CHECK.PROX	73	.438	98.104
15 ROUTINE_DEQ.FEBA.SET	73	.438	98.542
16 ROUTINE_ENQ.FEBA.SET	73	.438	98.980
17 EVENT_UPDATE.LOC	70	.420	99.400
18 ROUTINE_RESET.FEBA.SECTOR	29	.174	99.574
19 ROUTINE_CREATE.TEAMS	17	.102	99.676
20 EVENT_ACT.MOVCOR	3	.018	99.694
21 EVENT_START.MOVE	3	.018	99.712
22 ROUTINE_CHECK.FOR.MINES	3	.018	99.730
23 ROUTINE_GET.TERRAIN	3	.018	99.748
24 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.012	99.760
25 ''PROGRAM''_MAIN	1	.006	99.766
26 EVENT_POSITION.REPORT	1	.006	99.772
27 ROUTINE_BTRY.INPUT	1	.006	99.778
28 ROUTINE_CAT.TU.INPUT	1	.006	99.784
29 ROUTINE_DECISION.INPUT	1	.006	99.790
30 ROUTINE_EQ.TE.INPUT	1	.006	99.796
31 ROUTINE_FARRP.INPUT	1	.006	99.802
32 ROUTINE_FBN.FD.INPUT	1	.006	99.808
33 ROUTINE_FEBA.INITIAL	1	.006	99.814
34 ROUTINE_FORPOSITION.OUT	1	.006	99.820
35 ROUTINE_HE.LA.INPUT	1	.006	99.826
36 ROUTINE_ILLUM.INPUT	1	.006	99.832
37 ROUTINE_KV.INPUT	1	.006	99.838
38 ROUTINE_MAIN1	1	.006	99.844
39 ROUTINE_MAIN2	1	.006	99.850
40 ROUTINE_MAIN3	1	.006	99.856
41 ROUTINE_MAO.INPUT	1	.006	99.862
42 ROUTINE_MCFR.INPUT	1	.006	99.868
43 ROUTINE_MFO.INPUT	1	.006	99.874
44 ROUTINE_MINE.INPUT	1	.006	99.880
45 ROUTINE_MPDB.INPUT	1	.006	99.886
46 ROUTINE_MUNS.INPUT	1	.006	99.892
47 ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	.006	99.898
48 ROUTINE_P.E.M.INPUT	1	.006	99.904
49 ROUTINE_PGM.INPUT	1	.006	99.910
50 ROUTINE_PK.INPUT	1	.006	99.916
51 ROUTINE_READ.ORDERS	1	.006	99.922
52 ROUTINE_RUL.EN.INPUT	1	.006	99.928
53 ROUTINE_SENSOR.INPUT	1	.006	99.934

54	ROUTINE_SMOKE.INPUT	1		.006	99.940
55	ROUTINE_ST.INPUT	1		.006	99.946
56	ROUTINE_SUBM.INPUT	1		.006	99.952
57	ROUTINE_SYS.INPUT	1		.006	99.958
58	ROUTINE_TACAIR.INPUT	1		.006	99.964
59	ROUTINE_TB.INPUT	1		.006	99.970
60	ROUTINE_TBF.INPUT	1		.006	99.976
61	ROUTINE_TT.FACTORS.INPUT	1		.006	99.982
62	ROUTINE_TYPE.WEAPON.INPUT	1		.006	99.988
63	ROUTINE_UNIT.INPUT	1		.006	99.994
64	ROUTINE_VIS.INPUT	1		.006	100.000
65	EVENT_ACT.ATK	0	0.		100.000
66	EVENT_ACT.MOVDIS	0	0.		100.000
67	EVENT_ACT.REINF	0	0.		100.000
68	EVENT_AD.ENGAGEMENT	0	0.		100.000
69	EVENT_ARTY.OCCUPATION	0	0.		100.000
70	EVENT_BTL.ENDED	0	0.		100.000
71	EVENT_CFR.ACTIVATION	0	0.		100.000
72	EVENT_CFR.OFF	0	0.		100.000
73	EVENT_CFR.ON	0	0.		100.000
74	EVENT_CFR.OPERATOR	0	0.		100.000
75	EVENT_CHANGE.LITE	0	0.		100.000
76	EVENT_CHANGE.WEATHER	0	0.		100.000
77	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.		100.000
78	EVENT_END.SIMULATION	0	0.		100.000
79	EVENT_ENGAGEMENT	0	0.		100.000
80	EVENT_FEBA.SORTIE	0	0.		100.000
81	EVENT_GET.NX.ORD	0	0.		100.000
82	EVENT_HC.DEPART.BATTLE	0	0.		100.000
83	EVENT_HELO.ENGAGEMENT	0	0.		100.000
84	EVENT_INIT.PREPLAN.CAS	0	0.		100.000
85	EVENT_MOVE	0	0.		100.000
86	EVENT_OFF.LINE.ATTRITION	0	0.		100.000
87	EVENT_PDB.ACTIVATION	0	0.		100.000
88	EVENT_PDB.OPERATOR	0	0.		100.000
89	EVENT_SEND.TEAM	0	0.		100.000
90	EVENT_SET.DEBUG	0	0.		100.000
91	EVENT_START.ARTY.MOVEMENT	0	0.		100.000
92	EVENT_START.BATTLE	0	0.		100.000
93	EVENT_STOP.ARTY.MOVEMENT	0	0.		100.000
94	FUNCTION_AR.PROB.DETECT	0	0.		100.000
95	FUNCTION_BTRY.AVAILABLE	0	0.		100.000
96	FUNCTION_COLLISION	0	0.		100.000
97	FUNCTION_COMBINATIONS	0	0.		100.000
98	FUNCTION_EST.RANGE	0	0.		100.000
99	FUNCTION_EST.TR.RANGE	0	0.		100.000
100	FUNCTION_FEBA.BAND	0	0.		100.000
101	FUNCTION_HE.WLA	0	0.		100.000
102	FUNCTION_ICM.WLA	0	0.		100.000
103	FUNCTION_STAY.TIME	0	0.		100.000
104	PROCESS_AC.ATK.TGT	0	0.		100.000
105	PROCESS_AIR.OBSERVER	0	0.		100.000
106	PROCESS_AIRBORNE.RADAR	0	0.		100.000
107	PROCESS_ARTY.ASSESS	0	0.		100.000
108	PROCESS_ASSESSMENT	0	0.		100.000
109	PROCESS_CAS.MISSION	0	0.		100.000
110	PROCESS_FIRE.MISSION	0	0.		100.000
111	PROCESS_HC.ARRIVE.BATTLE	0	0.		100.000
112	PROCESS_HC.RETURN.FARRP	0	0.		100.000

113	PROCESS_HEL.TARGET.ACQUISITION	0	0.	
114	PROCESS_HELICOPTER FIRE	0	0.	
115	PROCESS_HOW REPAIR	0	0.	1.
116	PROCESS_MINE ASSESS	0	0.	100.000
117	PROCESS_PHOTO IR.FLIGHT	0	0.	100.000
118	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
119	PROCESS_SHOOT.OUT	0	0.	100.000
120	PROCESS_TARGET.REPORT	0	0.	100.000
121	PROCESS_WITH.DRAW	0	0.	100.000
122	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
123	ROUTINE_AC DF EFFECTS	0	0.	100.000
124	ROUTINE_AC MUNS.INPUT	0	0.	100.000
125	ROUTINE_AD SHOOT	0	0.	100.000
126	ROUTINE_ADJUST	0	0.	100.000
127	ROUTINE_AMMO.RPT	0	0.	100.000
128	ROUTINE_ANALYSIS OUTPUT	0	0.	100.000
129	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
130	ROUTINE_AO DETECTION	0	0.	100.000
131	ROUTINE_AR.DETECTION	0	0.	100.000
132	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
133	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
134	ROUTINE_BLOCK.LOS	0	0.	100.000
135	ROUTINE_BTL.CHECK	0	0.	100.000
136	ROUTINE_BTRY.EFFECTS	0	0.	100.000
137	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
138	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
139	ROUTINE_CAS.EVAL	0	0.	100.000
140	ROUTINE_CFR.DEGRADE	0	0.	100.000
141	ROUTINE_CFR.DETECTION	0	0.	100.000
142	ROUTINE_CHANGE.LOC	0	0.	100.000
143	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
144	ROUTINE_CHECK.DEAD	0	0.	100.000
145	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
146	ROUTINE_CHECK.FORCE	0	0.	100.000
147	ROUTINE_CHECK.LIST	0	0.	100.000
148	ROUTINE_CHECK.STREN	0	0.	100.000
149	ROUTINE_CHK.COMP.TR	0	0.	100.000
150	ROUTINE_CHK.FD.TR	0	0.	100.000
151	ROUTINE_COMBINE.TRS	0	0.	100.000
152	ROUTINE_COMPARE.TRS	0	0.	100.000
153	ROUTINE_COMPUTE.D	0	0.	100.000
154	ROUTINE_COMPUTE.WD	0	0.	100.000
155	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
156	ROUTINE_COPY	0	0.	100.000
157	ROUTINE_CREATE.FORCE	0	0.	100.000
158	ROUTINE_DEAD.UNIT	0	0.	100.000
159	ROUTINE_DECIDE	0	0.	100.000
160	ROUTINE_DESTROY.ORD	0	0.	100.000
161	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
162	ROUTINE_DUST.EFFECTS	0	0.	100.000
163	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
164	ROUTINE_EMPTY	0	0.	100.000
165	ROUTINE_END.CAS.MISSION	0	0.	100.000
166	ROUTINE_END.MOVE	0	0.	100.000
167	ROUTINE_ERROR.STOP	0	0.	100.000
168	ROUTINE_EST.COVERAGE	0	0.	100.000
169	ROUTINE_EST.MIL.WORTH	0	0.	100.000
170	ROUTINE_FA.BN.ASGN	0	0.	100.000
171	ROUTINE_FARRP.CHECK	0	0.	100.000

172	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
173	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
174	ROUTINE_FDC.TR.DEQ	0	0.	100.000
175	ROUTINE_FDC.TR.ENQ	0	0.	100.000
176	ROUTINE_FILE.FD.SCHD	0	0.	100.000
177	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
178	ROUTINE_FIN.BATTLE	0	0.	100.000
179	ROUTINE_FINAL.COVERAGE	0	0.	100.000
180	ROUTINE_FIND.START.TIME	0	0.	100.000
181	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
182	ROUTINE_FLIGHT.PATH	0	0.	100.000
183	ROUTINE_FO.DETECTION	0	0.	100.000
184	ROUTINE_FRAC.COMPUTE	0	0.	100.000
185	ROUTINE_GENERAL.BATTLE	0	0.	100.000
186	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
187	ROUTINE_HC.DISENGAGE	0	0.	100.000
188	ROUTINE_HC.EMPTY	0	0.	100.000
189	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
190	ROUTINE_HEADING	0	0.	100.000
191	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
192	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
193	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
194	ROUTINE_INIT.REINF	0	0.	100.000
195	ROUTINE_INITIAL.DETECT	0	0.	100.000
196	ROUTINE_INITIAL.MOVE	0	0.	100.000
197	ROUTINE_INTER.BATTLE	0	0.	100.000
198	ROUTINE_INTER.HELO	0	0.	100.000
199	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
200	ROUTINE_KV.PRINT	0	0.	100.000
201	ROUTINE_KV.SCOREBOARD	0	0.	100.000
202	ROUTINE_LINE.CIRCLE	0	0.	100.000
203	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
204	ROUTINE_LOS.CHECK	0	0.	100.000
205	ROUTINE_MADS.INPUT	0	0.	100.000
206	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
207	ROUTINE_MIN.MOVE	0	0.	100.000
208	ROUTINE_MINE.DELAY	0	0.	100.000
209	ROUTINE_MINE.EFFECTS	0	0.	100.000
210	ROUTINE_MRT.TO.FREQ	0	0.	100.000
211	ROUTINE_NEW.SEGMENT	0	0.	100.000
212	ROUTINE_NOISE.DEGRADE	0	0.	100.000
213	ROUTINE_NORMAL.F	0	0.	100.000
214	ROUTINE_ORD.REINF	0	0.	100.000
215	ROUTINE_ORIENTATION	0	0.	100.000
216	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
217	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
218	ROUTINE_PDB.DETECTION	0	0.	100.000
219	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
220	ROUTINE_PIR.DETECTION	0	0.	100.000
221	ROUTINE_PK.COMPUTE	0	0.	100.000
222	ROUTINE_PLAT.COUNT	0	0.	100.000
223	ROUTINE_POSITION	0	0.	100.000
224	ROUTINE_PRED.POS	0	0.	100.000
225	ROUTINE_PREP.WITHDRAW	0	0.	100.000
226	ROUTINE_PREPARE.LIST	0	0.	100.000
227	ROUTINE_PROB.INF	0	0.	100.000
228	ROUTINE_PROB.TIME	0	0.	100.000
229	ROUTINE_PROX.CHECK	0	0.	100.000
230	ROUTINE_PROX.POS	0	0.	100.000

231	ROUTINE_PROXIMITY.REQ	0	0.	100.000
232	ROUTINE_RANGE.COMPUTE	0	0.	100.000
233	ROUTINE_REIN.ARRIVE	0	0.	100.000
234	ROUTINE_RF" EFFECTS.COMPUTATION	0	0.	100.000
235	ROUTINE_RLPLACE HC	0	0.	100.000
236	ROUTINE_REQUEST DEF.FASCAM	0	0.	100.000
237	ROUTINE_REQUEST.FASCAM	0	0.	100.000
238	ROUTINE_REQUEST.ILLUM	0	0.	100.000
239	ROUTINE_REQUEST.SMOKE	0	0.	100.000
240	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
241	ROUTINE_RPV.DETECTION	0	0.	100.000
242	ROUTINE_SEARCH	0	0.	100.000
243	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
244	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
245	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
246	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
247	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
248	ROUTINE_SNAP.R	0	0.	100.000
249	ROUTINE_SNAP2	0	0.	100.000
250	ROUTINE_SWITCH.FO	0	0.	100.000
251	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
252	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.REQ	0	0.	100.000
256	ROUTINE_TIME.TO.DETECT	0	0.	100.000
257	ROUTINE_TR.INPUT	0	0.	100.000
258	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
259	ROUTINE_UNIT.ENVIR	0	0.	100.000
260	ROUTINE_UNIT.PRIORITY	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 16665

CPU USAGE FOR SIMULATED HOUR 1. = 255.32 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 2.

	TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	[illegible]LY
1	FUNCTION_ACT.RANGE	12073	90.843	90.843
2	ROUTINE_LOCATE.SECTOR	442	3.326	94.169
3	ROUTINE_FA.BN.MOVEMENT	161	1.211	95.380
4	ROUTINE_CHECK.PROX	95	.715	96.095
5	ROUTINE_DEQ.FEBA.SET	95	.715	96.810
6	ROUTINE_ENQ.FEBA.SET	95	.715	97.524
7	EVENT_UPDATE.LOC	94	.707	98.232
8	ROUTINE_CHECK.FOR.MINES	49	.369	98.600
9	ROUTINE_GET.TERRAIN	49	.369	98.969
10	EVENT_START.ARTY.MOVEMENT	48	.361	99.330
11	EVENT_STOP.ARTY.MOVEMENT	38	.286	99.616
12	EVENT_ARTY.OCCUPATION	33	.248	99.865
13	EVENT_ACT.DEF	3	.023	99.887
14	EVENT_GET.NX.ORD	3	.023	99.910
15	ROUTINE_CHECK.STREN	3	.023	99.932
16	ROUTINE_PROX.POS	3	.023	99.955
17	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.015	99.970
18	EVENT_ACT.MOVCOR	1	.008	99.977
19	EVENT_CHANGE.WEATHER	1	.008	99.985
20	EVENT_START.MOVE	1	.008	99.992
21	ROUTINE_DQ.CMSN.QUEUE	1	.008	100.000
22	''PROGRAM''_MAIN	0	0.	100.000
23	EVENT_ACT.ATK	0	0.	100.000
24	*EVENT_ACT.MOVDIS*	0	0.	100.000
25	EVENT_ACT.REINF	0	0.	100.000
26	EVENT_AD.ENGAGEMENT	0	0.	100.000
27	EVENT_BTL.ENDED	0	0.	100.000
28	EVENT_CFR.ACTIVATION	0	0.	100.000
29	EVENT_CFR.OFF	0	0.	100.000
30	EVENT_CFR.ON	0	0.	100.000
31	EVENT_CFR.OPERATOR	0	0.	100.000
32	EVENT_CHANGE.LITE	0	0.	100.000
33	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
34	EVENT_END.SIMULATION	0	0.	100.000
35	EVENT_ENGAGEMENT	0	0.	100.000
36	EVENT_FEBA.SORTIE	0	0.	100.000
37	EVENT_HC.DEPART.BATTLE	0	0.	100.000
38	EVENT_HELO.ENGAGEMENT	0	0.	100.000
39	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
40	EVENT_MOVE	0	0.	100.000
41	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
42	EVENT_PDB.ACTIVATION	0	0.	100.000
43	EVENT_PDB.OPERATOR	0	0.	100.000
44	EVENT_POSITION.REPORT	0	0.	100.000
45	EVENT_SEND.TEAM	0	0.	100.000
46	EVENT_SET.DEBUG	0	0.	100.000
47	EVENT_START.BATTLE	0	0.	100.000
48	FUNCTION_AR.PROB.DETECT	0	0.	100.000
49	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
50	FUNCTION_COLLISION	0	0.	100.000
51	FUNCTION_COMBINATIONS	0	0.	100.000
52	FUNCTION_EST.RANGE	0	0.	100.000
53	FUNCTION_EST.TR.RANGE	0	0.	100.000

54	FUNCTION_FEBA.BAND	0	0.	100.000
55	FUNCTION_HE.WLA	0	0.	100.000
56	FUNCTION_ICM.WLA	0	0.	100.000
57	FUNCTION_STAY.TIME	0	0.	100.000
58	PROCESS_AC.ATK.TGT	0	0	100.000
59	PROCESS_AIR.OBSERVER	0	0.	100.000
60	PROCESS_AIRBORNE.RADAR	0	0.	100.000
61	PROCESS_ARTY.ASSESS	0	0.	100.000
62	PROCESS_ASSESSMENT	0	0.	100.000
63	PROCESS_CAS.MISSION	0	0.	100.000
64	PROCESS_FIRE.MISSION	0	0.	100.000
65	PROCESS_FORWARD.OBSERVER	0	0.	100.000
66	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
67	PROCESS_HC.RETURN.FARRP	0	0.	100.000
68	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
69	PROCESS_HELICOPTER.FIRE	0	0.	100.000
70	PROCESS_HOW.REPAIR	0	0.	100.000
71	PROCESS_MINE.ASSESS	0	0.	100.000
72	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
73	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
74	PROCESS_SHOOT.OUT	0	0.	100.000
75	PROCESS_TARGET.REPORT	0	0.	100.000
76	PROCESS_WITH.DRAW	0	0.	100.000
77	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
78	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
79	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
80	ROUTINE_AD.SHOOT	0	0.	100.000
81	ROUTINE_ADJUST	0	0.	100.000
82	ROUTINE_AMMO.RPT	0	0.	100.000
83	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
84	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
85	ROUTINE_AO.DETECTION	0	0.	100.000
86	ROUTINE_AR.DETECTION	0	0.	100.000
87	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
88	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
89	ROUTINE_BLOCK.LOS	0	0.	100.000
90	ROUTINE_BTL.CHECK	0	0.	100.000
91	ROUTINE_BTRY.EFFECTS	0	0.	100.000
92	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
93	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
94	ROUTINE_BTRY.INPUT	0	0.	100.000
95	ROUTINE_CAS.EVAL	0	0.	100.000
96	ROUTINE_CAT.TU.INPUT	0	0.	100.000
97	ROUTINE_CFR.DEGRADE	0	0.	100.000
98	ROUTINE_CFR.DETECTION	0	0.	100.000
99	ROUTINE_CHANGE.LOC	0	0.	100.000
100	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
101	ROUTINE_CHECK.DEAD	0	0.	100.000
102	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
103	ROUTINE_CHECK.FORCE	0	0.	100.000
104	ROUTINE_CHECK.LIST	0	0.	100.000
105	ROUTINE_CHK.COMP.TR	0	0.	100.000
106	ROUTINE_CHK.FD.TR	0	0.	100.000
107	ROUTINE_COMBINE.TRS	0	0.	100.000
108	ROUTINE_COMPARE.TRS	0	0.	100.000
109	ROUTINE_COMPUTE.D	0	0.	100.000
110	ROUTINE_COMPUTE.WD	0	0.	100.000
111	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
112	ROUTINE_COPY	0	0.	100.000

113	ROUTINE_CREATE.FORCE	0	0.	100.000
114	ROUTINE_CREATE.TEAMS	0	0.	100.000
115	ROUTINE_DEAD.UNIT	0	0.	100.000
116	ROUTINE_DECIDE	0	0.	100.000
117	ROUTINE_DECISION.INPUT	0	0.	100.000
118	ROUTINE_DESTROY.ORD	0	0.	100.000
119	ROUTINE_DUST.EFFECTS	0	0.	100.000
120	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
121	ROUTINE_EMPTY	0	0.	100.000
122	ROUTINE_END.CAS.MISSION	0	0.	100.000
123	ROUTINE_END.MOVE	0	0.	100.000
124	ROUTINE_EQ.TE.INPUT	0	0.	100.000
125	ROUTINE_ERROR.STOP	0	0.	100.000
126	ROUTINE_EST.COVERAGE	0	0.	100.000
127	ROUTINE_EST.MIL.WORTH	0	0.	100.000
128	ROUTINE_EXPONENTIAL.F	0	0.	100.000
129	ROUTINE_FA.BN.ASGN	0	0.	100.000
130	ROUTINE_FARRP.CHECK	0	0.	100.000
131	ROUTINE_FARRP.INPUT	0	0.	100.000
132	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
133	ROUTINE_FBN.FD.INPUT	0	0.	100.000
134	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
135	ROUTINE_FDC.TR.DEQ	0	0.	100.000
136	ROUTINE_FDC.TR.ENQ	0	0.	100.000
137	ROUTINE_FEBA.INITIAL	0	0.	100.000
138	ROUTINE_FILE.FD.SCHD	0	0.	100.000
139	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
140	ROUTINE_FIN.BATTLE	0	0.	100.000
141	ROUTINE_FINAL.COVERAGE	0	0.	100.000
142	ROUTINE_FIND.START.TIME	0	0.	100.000
143	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
144	ROUTINE_FLIGHT.PATH	0	0.	100.000
145	ROUTINE_FO.DETECTION	0	0.	100.000
146	ROUTINE_FORM.TF.LIST	0	0.	100.000
147	ROUTINE_FORPOSITION.OUT	0	0.	100.000
148	ROUTINE_FRAC.COMPUTE	0	0.	100.000
149	ROUTINE_GAMMA.F	0	0.	100.000
150	ROUTINE_GENERAL.BATTLE	0	0.	100.000
151	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
152	ROUTINE_HC.DISENGAGE	0	0.	100.000
153	ROUTINE_HC.EMPTY	0	0.	100.000
154	ROUTINE_HE.LA.INPUT	0	0.	100.000
155	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
156	ROUTINE_HEADING	0	0.	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
160	ROUTINE_ILLUM.INPUT	0	0.	100.000
161	ROUTINE_INIT.REINF	0	0.	100.000
162	ROUTINE_INITIAL.DETECT	0	0.	100.000
163	ROUTINE_INITIAL.MOVE	0	0.	100.000
164	ROUTINE_INTER.BATTLE	0	0.	100.000
165	ROUTINE_INTER.HELO	0	0.	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
167	ROUTINE_KV.INPUT	0	0.	100.000
168	ROUTINE_KV.PRINT	0	0.	100.000
169	ROUTINE_KV.SCOREBOARD	0	0.	100.000
170	ROUTINE_LINE.CIRCLE	0	0.	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
173	ROUTINE_LOS.CHECK	0	0.	100.000
174	ROUTINE_MADS.INPUT	0	0.	100.000
175	ROUTINE_MAIN1	0	0.	100.000
176	ROUTINE_MAIN2	0	0.	100.000
177	ROUTINE_MAIN3	0	0.	100.000
178	ROUTINE_MAO.INPUT	0	0.	100.000
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
180	ROUTINE_MCFR.INPUT	0	0.	100.000
181	ROUTINE_MFO.INPUT	0	0.	100.000
182	ROUTINE_MIN.MOVE	0	0.	100.000
183	ROUTINE_MINE.DELAY	0	0.	100.000
184	ROUTINE_MINE.EFFECTS	0	0.	100.000
185	ROUTINE_MINE.INPUT	0	0.	100.000
186	ROUTINE_MPDB.INPUT	0	0.	100.000
187	ROUTINE_MRT.TO.FREQ	0	0.	100.000
188	ROUTINE_MUNS.INPUT	0	0.	100.000
189	ROUTINE_NEW.SEGMENT	0	0.	100.000
190	ROUTINE_NOISE.DEGRADE	0	0.	100.000
191	ROUTINE_NORMAL.F	0	0.	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
193	ROUTINE_ORD.ATK	0	0.	100.000
194	ROUTINE_ORD.DEF	0	0.	100.000
195	ROUTINE_ORD.MOVCOR	0	0.	100.000
196	ROUTINE_ORD.MOVDIS	0	0.	100.000
197	ROUTINE_ORD.REINF	0	0.	100.000
198	ROUTINE_ORIENTATION	0	0.	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
201	ROUTINE_P.E.M.INPUT	0	0.	100.000
202	ROUTINE_PDB.DETECTION	0	0.	100.000
203	ROUTINE_PGM.INPUT	0	0.	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
205	ROUTINE_PIR.DETECTION	0	0.	100.000
206	ROUTINE_PK.COMPUTE	0	0.	100.000
207	ROUTINE_PK.INPUT	0	0.	100.000
208	ROUTINE_PLAT.COUNT	0	0.	100.000
209	ROUTINE_POSITION	0	0.	100.000
210	ROUTINE_PRED.POS	0	0.	100.000
211	ROUTINE_PREP.WITHDRAW	0	0.	100.000
212	ROUTINE_PREPARE.LIST	0	0.	100.000
213	ROUTINE_PROB.INF	0	0.	100.000
214	ROUTINE_PROB.TIME	0	0.	100.000
215	ROUTINE_PROX.CHECK	0	0.	100.000
216	ROUTINE_PROXIMITY.REQ	0	0.	100.000
217	ROUTINE_RANGE.COMPUTE	0	0.	100.000
218	ROUTINE_READ.ORDERS	0	0.	100.000
219	ROUTINE_REIN.ARRIVE	0	0.	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
221	ROUTINE_REPLACE.HC	0	0.	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
223	ROUTINE_REQUEST.FASCAM	0	0.	100.000
224	ROUTINE_REQUEST.ILLUM	0	0.	100.000
225	ROUTINE_REQUEST.SMOKE	0	0.	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
228	ROUTINE_RPV.DETECTION	0	0.	100.000
229	ROUTINE_RUL.EN.INPUT	0	0.	100.000
230	ROUTINE_SEARCH	0	0.	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
233	ROUTINE_SENSOR.INPUT	0	0.	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
237	ROUTINE_SMOKE.INPUT	0	0.	100.000
238	ROUTINE_SNAP.R	0	0.	100.000
239	ROUTINE_SNAP2	0	0.	100.000
240	ROUTINE_ST.INPUT	0	0.	100.000
241	ROUTINE_SUBM.INPUT	0	0.	100.000
242	ROUTINE_SWITCH.FO	0	0.	100.000
243	ROUTINE_SYS.INPUT	0	0.	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
245	ROUTINE_TACAIR.INPUT	0	0.	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
247	ROUTINE_TB.INPUT	0	0.	100.000
248	ROUTINE_TBF.INPUT	0	0.	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
250	ROUTINE_TERM.CHECK	0	0.	100.000
251	ROUTINE_TIME.REQ	0	0.	100.000
252	ROUTINE_TIME.TO.DETECT	0	0.	100.000
253	ROUTINE_TR.INPUT	0	0.	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
257	ROUTINE_UNIT.ENVIR	0	0.	100.000
258	ROUTINE_UNIT.INPUT	0	0.	100.000
259	ROUTINE_UNIT.PRIORITY	0	0.	100.000
260	ROUTINE_VIS.INPUT	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 13290

CPU USAGE FOR SIMULATED HOUR 2. = 8.73 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 3.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	1173	61.672	61.672
2 ROUTINE_LOCATE.SECTOR	373	19.611	81.283
3 ROUTINE_FA.BN.MOVEMENT	144	7.571	88.854
4 ROUTINE_DEQ.FEBA.SET	40	2.103	90.957
5 ROUTINE_ENQ.FEBA.SET	40	2.103	93.060
6 ROUTINE_CHECK.PROX	39	2.050	95.110
7 EVENT_UPDATE.LOC	36	1.893	97.003
8 EVENT_ARTY.OCCUPATION	16	.841	97.844
9 EVENT_STOP.ARTY.MOVEMENT	11	.578	98.423
10 ROUTINE_CHECK.FOR.MINES	6	.315	98.738
11 ROUTINE_GET.TERRAIN	6	.315	99.054
12 EVENT_ACT.MOVCOR	3	.158	99.211
13 EVENT_START.ARTY.MOVEMENT	3	.158	99.369
14 EVENT_START.MOVE	3	.158	99.527
15 EVENT_GET.NX.ORD	2	.105	99.632
16 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.105	99.737
17 EVENT_ACT.DEF	1	.053	99.790
18 ROUTINE_CHECK.STREN	1	.053	99.842
19 ROUTINE_END.MOVE	1	.053	99.895
20 ROUTINE_HEADING	1	.053	99.947
21 ROUTINE_PROX.POS	1	.053	100.
22 ''PROGRAM''_MAIN	0	0.	100.
23 EVENT_ACT.ATK	0	0.	100.
24 EVENT_ACT.MOVDIS	0	0.	100.
25 EVENT_ACT.REINF	0	0.	100.
26 EVENT_AD.ENGAGEMENT	0	0.	100.
27 EVENT_BTL.ENDED	0	0.	100.
28 EVENT_CFR.ACTIVATION	0	0.	100.
29 EVENT_CFR.OFF	0	0.	100.
30 EVENT_CFR.ON	0	0.	100.
31 EVENT_CFR.OPERATOR	0	0.	100.
32 EVENT_CHANGE.LITE	0	0.	100.
33 EVENT_CHANGE.WEATHER	0	0.	100.
34 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.
35 EVENT_END.SIMULATION	0	0.	100.
36 EVENT_ENGAGEMENT	0	0.	100.
37 EVENT_FEBA.SORTIE	0	0.	100.
38 EVENT_HC.DEPART.BATTLE	0	0.	100.
39 EVENT_HELO.ENGAGEMENT	0	0.	100.
40 EVENT_INIT.PREPLAN.CAS	0	0.	100.
41 EVENT_MOVE	0	0.	100.
42 EVENT_OFF.LINE.ATTRITION	0	0.	100.
43 EVENT_PDB.ACTIVATION	0	0.	100.
44 EVENT_PDB.OPERATOR	0	0.	100.
45 EVENT_POSITION.REPORT	0	0.	100.
46 EVENT_SEND.TEAM	0	0.	100.
47 EVENT_SET.DEBUG	0	0.	100.
48 EVENT_START.BATTLE	0	0.	100.
49 FUNCTION_AR.PROB.DETECT	0	0.	100.
50 FUNCTION_BTRY.AVAILABLE	0	0.	100.
51 FUNCTION_COLLISION	0	0.	100.
52 FUNCTION_COMBINATIONS	0	0.	100.
53 FUNCTION_EST.RANGE	0	0.	100.

54	FUNCTION_EST.TR.RANGE	0	0.	100.
55	FUNCTION_FEBA.BAND	0	0.	100.
56	FUNCTION_HE.WLA	0	0.	100.
57	FUNCTION_ICM.WLA	0	0.	100.
58	FUNCTION_STAY.TIME	0	0.	100.
59	PROCESS_AC.ATK.TGT	0	0.	100.
60	PROCESS_AIR.OBSERVER	0	0.	100.
61	PROCESS_AIRBORNE.RADAR	0	0.	100.
62	PROCESS_ARTY.ASSESS	0	0.	100.
63	PROCESS_ASSESSMENT	0	0.	100.
64	PROCESS_CAS.MISSION	0	0.	100.
65	PROCESS_FIRE.MISSION	0	0.	100.
66	PROCESS_FORWARD.OBSERVER	0	0.	100.
67	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.
68	PROCESS_HC.RETURN.FARRP	0	0.	100.
69	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.
70	PROCESS_HELICOPTER.FIRE	0	0.	100.
71	PROCESS_HOW.REPAIR	0	0.	100.
72	PROCESS_MINE.ASSESS	0	0.	100.
73	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.
74	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.
75	PROCESS_SHOOT.OUT	0	0.	100.
76	PROCESS_TARGET.REPORT	0	0.	100.
77	PROCESS_WITH.DRAW	0	0.	100.
78	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.
79	ROUTINE_AC.DF.EFFECTS	0	0.	100.
80	ROUTINE_AC.MUNS.INPUT	0	0.	100.
81	ROUTINE_AD.SHOOT	0	0.	100.
82	ROUTINE_ADJUST	0	0.	100.
83	ROUTINE_AMMO.RPT	0	0.	100.
84	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.
85	ROUTINE_ANGLE.COMPUTE	0	0.	100.
86	ROUTINE_AO.DETECTION	0	0.	100.
87	ROUTINE_AR.DETECTION	0	0.	100.
88	ROUTINE_ATTRIT.SENSOR	0	0.	100.
89	ROUTINE_BETWEEN.ROUTINE	0	0.	100.
90	ROUTINE_BLOCK.LOS	0	0.	100.
91	ROUTINE_BTL.CHECK	0	0.	100.
92	ROUTINE_BTRY.EFFECTS	0	0.	100.
93	ROUTINE_BTRY.FM.DEQ	0	0.	100.
94	ROUTINE_BTRY.FM.ENQ	0	0.	100.
95	ROUTINE_BTRY.INPUT	0	0.	100.
96	ROUTINE_CAS.EVAL	0	0.	100.
97	ROUTINE_CAT.TU.INPUT	0	0.	100.
98	ROUTINE_CFR.DEGRADE	0	0.	100.
99	ROUTINE_CFR.DETECTION	0	0.	100.
100	ROUTINE_CHANGE.LOC	0	0.	100.
101	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.
102	ROUTINE_CHECK.DEAD	0	0.	100.
103	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.
104	ROUTINE_CHECK.FORCE	0	0.	100.
105	ROUTINE_CHECK.LIST	0	0.	100.
106	ROUTINE_CHK.COMP.TR	0	0.	100.
107	ROUTINE_CHK.FD.TR	0	0.	100.
108	ROUTINE_COMBINE.TRS	0	0.	100.
109	ROUTINE_COMPARE.TRS	0	0.	100.
110	ROUTINE_COMPUTE.D	0	0.	100.
111	ROUTINE_COMPUTE.WD	0	0.	100.
112	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.

113	ROUTINE_COPY	0	0.	100.
114	ROUTINE_CREATE_FORCE	0	0.	100.
115	ROUTINE_CREATE_TEAMS	0	0	100.
116	ROUTINE_DEAD_UNIT	0	0	100.
117	ROUTINE_DECIDE	0	0.	100.
118	ROUTINE_DECISION_INPUT	0	0.	100.
119	ROUTINE_DESTROY_ORD	0	0.	100.
120	ROUTINE_DQ_CMSN_QUEUE	0	0.	100.
121	ROUTINE_DUST_EFFECTS	0	0.	100.
122	ROUTINE_EMPLOY_HELICOPTERS	0	0.	100.
123	ROUTINE_EMPTY	0	0.	100.
124	ROUTINE_END_CAS_MISSION	0	0.	100.
125	ROUTINE_EQ_TE_INPUT	0	0.	100.
126	ROUTINE_ERROR_STOP	0	0.	100.
127	ROUTINE_EST_COVERAGE	0	0.	100.
128	ROUTINE_EST_MIL_WORTH	0	0.	100.
129	ROUTINE_EXPONENTIAL_F	0	0.	100.
130	ROUTINE_FA_BN_ASGN	0	0.	100.
131	ROUTINE_FARRP_CHECK	0	0.	100.
132	ROUTINE_FARRP_INPUT	0	0.	100.
133	ROUTINE_FASCAM_COMPUTATION	0	0.	100.
134	ROUTINE_FBN_FD_INPUT	0	0.	100.
135	ROUTINE_FD_EFFECTS_REQ	0	0.	100.
136	ROUTINE_FDC_TR_DEQ	0	0.	100.
137	ROUTINE_FDC_TR_ENQ	0	0.	100.
138	ROUTINE_FEBA_INITIAL	0	0.	100.
139	ROUTINE_FILE_FD_SCHD	0	0.	100.
140	ROUTINE_FILE_KAD_SENSOR	0	0.	100.
141	ROUTINE_FIN_BATTLE	0	0.	100.
142	ROUTINE_FINAL_COVERAGE	0	0.	100.
143	ROUTINE_FIND_START_TIME	0	0.	100.
144	ROUTINE_FINISH_COMPUTATION	0	0.	100.
145	ROUTINE_FLIGHT_PATH	0	0.	100.
146	ROUTINE_FO_DETECTION	0	0.	100.
147	ROUTINE_FORM_TF_LIST	0	0.	100.
148	ROUTINE_FORPOSITION_OUT	0	0.	100.
149	ROUTINE_FRAC_COMPUTE	0	0.	100.
150	ROUTINE_GAMMA_F	0	0.	100.
151	ROUTINE_GENERAL_BATTLE	0	0.	100.
152	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.
153	ROUTINE_HC_DISENGAGE	0	0.	100.
154	ROUTINE_HC_EMPTY	0	0.	100.
155	ROUTINE_HE_LA_INPUT	0	0.	100.
156	ROUTINE_HE_OR_ICM_COMPUTATION	0	0.	100.
157	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.
158	ROUTINE_ILLUM_COMPUTATION	0	0.	100.
159	ROUTINE_ILLUM_EFFECTS	0	0.	100.
160	ROUTINE_ILLUM_INPUT	0	0.	100.
161	ROUTINE_INIT_REINF	0	0.	100.
162	ROUTINE_INITIAL_DETECT	0	0.	100.
163	ROUTINE_INITIAL_MOVE	0	0.	100.
164	ROUTINE_INTER_BATTLE	0	0.	100.
165	ROUTINE_INTER_HELO	0	0.	100.
166	ROUTINE_JOHNSON_CRITERIA	0	0.	100.
167	ROUTINE_KV_INPUT	0	0.	100.
168	ROUTINE_KV_PRINT	0	0.	100.
169	ROUTINE_KV_SCOREBOARD	0	0.	100.
170	ROUTINE_LINE_CIRCLE	0	0.	100.
171	ROUTINE_LINE_OF_SIGHT	0	0.	100.

172	ROUTINE_LOCATE.SEARCH_AREA	0	0.	100.
173	ROUTINE_LOS.CHECK	0	0.	100.
174	ROUTINE_MADS.INPUT	0	0.	100.
175	ROUTINE_MAIN1	0	0.	100.
176	ROUTINE_MAIN2	0	0.	100.
177	ROUTINE_MAIN3	0	0.	100.
178	ROUTINE_MAO.INPUT	0	0.	100.
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.
180	ROUTINE_MCFR.INPUT	0	0.	100.
181	ROUTINE_MFO.INPUT	0	0.	100.
182	ROUTINE_MIN.MOVE	0	0.	100.
183	ROUTINE_MINE.DELAY	0	0.	100.
184	ROUTINE_MINE.EFFECTS	0	0.	100.
185	ROUTINE_MINE.INPUT	0	0.	100.
186	ROUTINE_MPDB.INPUT	0	0.	100.
187	ROUTINE_MRT.TO.FREQ	0	0.	100.
188	ROUTINE_MUNS.INPUT	0	0.	100.
189	ROUTINE_NEW.SEGMENT	0	0.	100.
190	ROUTINE_NOISE.DEGRADE	0	0.	100.
191	ROUTINE_NORMAL.F	0	0.	100.
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.
193	ROUTINE_ORD.ATK	0	0.	100.
194	ROUTINE_ORD.DEF	0	0.	100.
195	ROUTINE_ORD.MOVCOR	0	0.	100.
196	ROUTINE_ORD.MOVDIS	0	0.	100.
197	ROUTINE_ORD.REINF	0	0.	100.
198	ROUTINE_ORIENTATION	0	0.	100.
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
201	ROUTINE_P.E.M.INPUT	0	0.	100.
202	ROUTINE_PDB.DETECTION	0	0.	100.
203	ROUTINE_PGM.INPUT	0	0.	100.
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.
205	ROUTINE_PIR.DETECTION	0	0.	100.
206	ROUTINE_PK.COMPUTE	0	0.	100.
207	ROUTINE_PK.INPUT	0	0.	100.
208	ROUTINE_PLAT.COUNT	0	0.	100.
209	ROUTINE_POSITION	0	0.	100.
210	ROUTINE_PRED.POS	0	0.	100.
211	ROUTINE_PREP.WITHDRAW	0	0.	100.
212	ROUTINE_PREPARE.LIST	0	0.	100.
213	ROUTINE_PROB.INF	0	0.	100.
214	ROUTINE_PROB.TIME	0	0.	100.
215	ROUTINE_PROX.CHECK	0	0.	100.
216	ROUTINE_PROXIMITY.REQ	0	0.	100.
217	ROUTINE_RANGE.COMPUTE	0	0.	100.
218	ROUTINE_READ.ORDERS	0	0.	100.
219	ROUTINE_REIN.ARRIVE	0	0.	100.
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.
221	ROUTINE_REPLACE.HC	0	0.	100.
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.
223	ROUTINE_REQUEST.FASCAM	0	0.	100.
224	ROUTINE_REQUEST.ILLUM	0	0.	100.
225	ROUTINE_REQUEST.SMOKE	0	0.	100.
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.
228	ROUTINE_RPV.DETECTION	0	0.	100.
229	ROUTINE_RUL.EN.INPUT	0	0.	100.
230	ROUTINE_SEARCH	0	0.	100.

231	ROUTINE_SEARCH.COVERAGE	0	0	100.
232	ROUTINE_SEGMENT.ADJUST	0	0	100.
233	ROUTINE_SENSOR.INPUT	0	0	100
234	ROUTINE_SIZE.ESTIMATE	0	0	100.
235	ROUTINE_SMOKE.COMPUTATION	0	0	100.
236	ROUTINE_SMOKE.EFFECTS	0	0	100.
237	ROUTINE_SMOKE.INPUT	0	0	100.
238	ROUTINE_SNAP.R	0	0	100.
239	ROUTINE_SNAP2	0	0	100.
240	ROUTINE_ST.INPUT	0	0	100.
241	ROUTINE_SUBM.INPUT	0	0	100.
242	ROUTINE_SWITCH.FO	0	0	100.
243	ROUTINE_SYS.INPUT	0	0	100.
244	ROUTINE_TACAIR.DATA.REPORT	0	0	100.
245	ROUTINE_TACAIR.INPUT	0	0	100.
246	ROUTINE_TARGET.ANALYSIS	0	0	100.
247	ROUTINE_TB.INPUT	0	0	100.
248	ROUTINE_TBF.INPUT	0	0	100.
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0	100.
250	ROUTINE_TERM.CHECK	0	0	100.
251	ROUTINE_TIME.REQ	0	0	100.
252	ROUTINE_TIME.TO.DETECT	0	0	100.
253	ROUTINE_TR.INPUT	0	0	100.
254	ROUTINE_TT.FACTORS.INPUT	0	0	100.
255	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.
256	ROUTINE_UNIT.ASSIGNMENT	0	0	100.
257	ROUTINE_UNIT.ENVIR	0	0	100.
258	ROUTINE_UNIT.INPUT	0	0	100.
259	ROUTINE_UNIT.PRIORITY	0	0	100.
260	ROUTINE_VIS.INPUT	0	0	100.
261	ROUTINE_VOLLEY	0	0	100.
262	ROUTINE_WEIBULL.F	0	0	100.
263	ROUTINE_WEIGHTED.VOLLEYS	0	0	100.
264	ROUTINE_WHAT.NEXT	0	0	100.

TOTAL INVOCATIONS = 1902

CPU USAGE FOR SIMULATED HOUR 3. = 2.38 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 4. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	12162	91.879	91.879
2 ROUTINE_LOCATE.SECTOR	503	3.800	95.679
3 ROUTINE_FA.BN.MOVEMENT	134	1.012	96.691
4 ROUTINE_CHECK.PROX	101	.763	97.454
5 ROUTINE_DEQ.FEBA.SET	101	.763	98.217
6 ROUTINE_ENQ.FEBA.SET	101	.763	98.980
7 EVENT_UPDATE.LOC	95	.718	99.698
8 EVENT_ACT.MOVCOR	6	.045	99.743
9 EVENT_START.MOVE	6	.045	99.788
10 ROUTINE_CHECK.FOR.MINES	6	.045	99.834
11 ROUTINE_GET.TERRAIN	6	.045	99.879
12 EVENT_ACT.DEF	2	.015	99.894
13 EVENT_ARTY.OCCUPATION	2	.015	99.909
14 EVENT_GET.NX.ORD	2	.015	99.924
15 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.015	99.940
16 EVENT_STOP.ARTY.MOVEMENT	2	.015	99.955
17 ROUTINE_CHECK.STREN	2	.015	99.970
18 ROUTINE_PROX.POS	2	.015	99.985
19 EVENT_CHANGE.WEATHER	1	.008	99.992
20 ROUTINE_DQ.CMSN.QUEUE	1	.008	100.000
21 ''PROGRAM''_MAIN	0	0.	100.000
22 EVENT_ACT.ATK	0	0.	100.000
23 EVENT_ACT.MOVDIS	0	0.	100.000
24 EVENT_ACT.REINF	0	0.	100.000
25 EVENT_AD.ENGAGEMENT	0	0.	100.000
26 EVENT_BTL.ENDED	0	0.	100.000
27 EVENT_CFR.ACTIVATION	0	0.	100.000
28 EVENT_CFR.OFF	0	0.	100.000
29 EVENT_CFR.ON	0	0.	100.000
30 EVENT_CFR.OPERATOR	0	0.	100.000
31 EVENT_CHANGE.LITE	0	0.	100.000
32 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
33 EVENT_END.SIMULATION	0	0.	100.000
34 EVENT_ENGAGEMENT	0	0.	100.000
35 EVENT_FEBA.SORTIE	0	0.	100.000
36 EVENT_HC.DEPART.BATTLE	0	0.	100.000
37 EVENT_HELO.ENGAGEMENT	0	0.	100.000
38 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
39 EVENT_MOVE	0	0.	100.000
40 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
41 EVENT_PDB.ACTIVATION	0	0.	100.000
42 EVENT_PDB.OPERATOR	0	0.	100.000
43 EVENT_POSITION.REPORT	0	0.	100.000
44 EVENT_SEND.TEAM	0	0.	100.000
45 EVENT_SET.DEBUG	0	0.	100.000
46 EVENT_START.ARTY.MOVEMENT	0	0.	100.000
47 EVENT_START.BATTLE	0	0.	100.000
48 FUNCTION_AR.PROB.DETECT	0	0.	100.000
49 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST.RANGE	0	0.	100.000
53 FUNCTION_EST.TR.RANGE	0	0.	100.000

54	FUNCTION_FEBA.BAND	0	0.	100.000
55	FUNCTION_HE WLA	0	0	100.000
56	FUNCTION_ICM.WLA	0	0	100.000
57	FUNCTION_STAY.TIME	0	0.	100.000
58	PROCESS_AC.ATK.TGT	0	0.	100.000
59	PROCESS_AIR.OBSERVER	0	0.	100.000
60	PROCESS_AIRBORNE.RADAR	0	0.	100.000
61	PROCESS_ARTY.ASSESS	0	0.	100.000
62	PROCESS_ASSESSMENT	0	0.	100.000
63	PROCESS_CAS.MISSION	0	0.	100.000
64	PROCESS_FIRE.MISSION	0	0.	100.000
65	PROCESS_FORWARD.OBSERVER	0	0.	100.000
66	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
67	PROCESS_HC.RETURN.FARRP	0	0.	100.000
68	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
69	PROCESS_HELICOPTER.FIRE	0	0.	100.000
70	PROCESS_HOW.REPAIR	0	0.	100.000
71	PROCESS_MINE.ASSESS	0	0.	100.000
72	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
73	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
74	PROCESS_SHOOT.OUT	0	0.	100.000
75	PROCESS_TARGET.REPORT	0	0.	100.000
76	PROCESS_WITH.DRAW	0	0.	100.000
77	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
78	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
79	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
80	ROUTINE_AD.SHOOT	0	0.	100.000
81	ROUTINE_ADJUST	0	0.	100.000
82	ROUTINE_AMMO.RPT	0	0.	100.000
83	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
84	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
85	ROUTINE_AO.DETECTION	0	0.	100.000
86	ROUTINE_AR.DETECTION	0	0.	100.000
87	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
88	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
89	ROUTINE_BLOCK.LOS	0	0.	100.000
90	ROUTINE_BTL.CHECK	0	0.	100.000
91	ROUTINE_BTRY.EFFECTS	0	0.	100.000
92	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
93	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
94	ROUTINE_BTRY.INPUT	0	0.	100.000
95	ROUTINE_CAS.EVAL	0	0.	100.000
96	ROUTINE_CAT.TU.INPUT	0	0.	100.000
97	ROUTINE_CFR.DEGRADE	0	0.	100.000
98	ROUTINE_CFR.DETECTION	0	0.	100.000
99	ROUTINE_CHANGE.LOC	0	0.	100.000
100	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
101	ROUTINE_CHECK.DEAD	0	0.	100.000
102	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
103	ROUTINE_CHECK.FORCE	0	0.	100.000
104	ROUTINE_CHECK.LIST	0	0.	100.000
105	ROUTINE_CHK.COMP.TR	0	0.	100.000
106	ROUTINE_CHK.FD.TR	0	0.	100.000
107	ROUTINE_COMBINE.TRS	0	0.	100.000
108	ROUTINE_COMPARE.TRS	0	0.	100.000
109	ROUTINE_COMPUTE.D	0	0.	100.000
110	ROUTINE_COMPUTE.WD	0	0.	100.000
111	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
112	ROUTINE_COPY	0	0.	100.000

113	ROUTINE_CREATE.FORCE	0	0.	100.000
114	ROUTINE_CREATE.TEAMS	0	0.	100.000
115	ROUTINE_DEAD.UNIT	0	0.	100.000
116	ROUTINE_DECIDE	0	0.	100.000
117	ROUTINE_DECISION.INPUT	0	0.	100.000
118	ROUTINE_DESTROY.ORD	0	0.	100.000
119	ROUTINE_DUST.EFFECTS	0	0.	100.000
120	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
121	ROUTINE_EMPTY	0	0.	100.000
122	ROUTINE_END.CAS.MISSION	0	0.	100.000
123	ROUTINE_END.MOVE	0	0.	100.000
124	ROUTINE_EQ.TE.INPUT	0	0.	100.000
125	ROUTINE_ERROR.STOP	0	0.	100.000
126	ROUTINE_EST.COVERAGE	0	0.	100.000
127	ROUTINE_EST.MIL.WORTH	0	0.	100.000
128	ROUTINE_EXPONENTIAL.F	0	0.	100.000
129	ROUTINE_FA.BN.ASGN	0	0.	100.000
130	ROUTINE_FARRP.CHECK	0	0.	100.000
131	ROUTINE_FARRP.INPUT	0	0.	100.000
132	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
133	ROUTINE_FBN.FD.INPUT	0	0.	100.000
134	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
135	ROUTINE_FDC.TR.DEQ	0	0.	100.000
136	ROUTINE_FDC.TR.ENQ	0	0.	100.000
137	ROUTINE_FEBA.INITIAL	0	0.	100.000
138	ROUTINE_FILE.FD.SCHD	0	0.	100.000
139	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
140	ROUTINE_FIN.BATTLE	0	0.	100.000
141	ROUTINE_FINAL.COVERAGE	0	0.	100.000
142	ROUTINE_FIND.START.TIME	0	0.	100.000
143	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
144	ROUTINE_FLIGHT.PATH	0	0.	100.000
145	ROUTINE_FO.DETECTION	0	0.	100.000
146	ROUTINE_FORM.TF.LIST	0	0.	100.000
147	ROUTINE_FORPOSITION.OUT	0	0.	100.000
148	ROUTINE_FRAC.COMPUTE	0	0.	100.000
149	ROUTINE_GAMMA.F	0	0.	100.000
150	ROUTINE_GENERAL.BATTLE	0	0.	100.000
151	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
152	ROUTINE_HC.DISENGAGE	0	0.	100.000
153	ROUTINE_HC.EMPTY	0	0.	100.000
154	ROUTINE_HE.LA.INPUT	0	0.	100.000
155	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
156	ROUTINE_HEADING	0	0.	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
160	ROUTINE_ILLUM.INPUT	0	0.	100.000
161	ROUTINE_INIT.REINF	0	0.	100.000
162	ROUTINE_INITIAL.DETECT	0	0.	100.000
163	ROUTINE_INITIAL.MOVE	0	0.	100.000
164	ROUTINE_INTER.BATTLE	0	0.	100.000
165	ROUTINE_INTER.HELO	0	0.	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
167	ROUTINE_KV.INPUT	0	0.	100.000
168	ROUTINE_KV.PRINT	0	0.	100.000
169	ROUTINE_KV.SCOREBOARD	0	0.	100.000
170	ROUTINE_LINE.CIRCLE	0	0.	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0	100.000
173	ROUTINE_LOS.CHECK	0	0	100.000
174	ROUTINE_MADS.INPUT	0	0	100.000
175	ROUTINE_MAIN1	0	0	100.000
176	ROUTINE_MAIN2	0	0	100.000
177	ROUTINE_MAIN3	0	0	100.000
178	ROUTINE_MAO.INPUT	0	0	100.000
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0	100.000
180	ROUTINE_MCFR.INPUT	0	0	100.000
181	ROUTINE_MFO.INPUT	0	0	100.000
182	ROUTINE_MIN.MOVE	0	0	100.000
183	ROUTINE_MINE DELAY	0	0	100.000
184	ROUTINE_MINE EFFECTS	0	0	100.000
185	ROUTINE_MINE.INPUT	0	0	100.000
186	ROUTINE_MPDB.INPUT	0	0	100.000
187	ROUTINE_MRT.TO.FREQ	0	0	100.000
188	ROUTINE_MUNS.INPUT	0	0	100.000
189	ROUTINE_NEW.SEGMENT	0	0	100.000
190	ROUTINE_NOISE.DEGRADE	0	0	100.000
191	ROUTINE_NORMAL.F	0	0	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0	100.000
193	ROUTINE_ORD.ATK	0	0	100.000
194	ROUTINE_ORD.DEF	0	0	100.000
195	ROUTINE_ORD.MOVCOR	0	0	100.000
196	ROUTINE_ORD.MOVDIS	0	0	100.000
197	ROUTINE_ORD.REINF	0	0	100.000
198	ROUTINE_ORIENTATION	0	0	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
201	ROUTINE_P.E.M.INPUT	0	0	100.000
202	ROUTINE_PDB.DETECTION	0	0	100.000
203	ROUTINE_PGM.INPUT	0	0	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0	100.000
205	ROUTINE_PIR.DETECTION	0	0	100.000
206	ROUTINE_PK.COMPUTE	0	0	100.000
207	ROUTINE_PK.INPUT	0	0	100.000
208	ROUTINE_PLAT.COUNT	0	0	100.000
209	ROUTINE_POSITION	0	0	100.000
210	ROUTINE_PRED.POS	0	0	100.000
211	ROUTINE_PREP.WITHDRAW	0	0	100.000
212	ROUTINE_PREPARE.LIST	0	0	100.000
213	ROUTINE_PROB.INF	0	0	100.000
214	ROUTINE_PROB.TIME	0	0	100.000
215	ROUTINE_PROX.CHECK	0	0	100.000
216	ROUTINE_PROXIMITY.REQ	0	0	100.000
217	ROUTINE_RANGE.COMPUTE	0	0	100.000
218	ROUTINE_READ.ORDERS	0	0	100.000
219	ROUTINE_REIN.ARRIVE	0	0	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0	100.000
221	ROUTINE_REPLACE.HC	0	0	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
223	ROUTINE_REQUEST.FASCAM	0	0	100.000
224	ROUTINE_REQUEST.ILLUM	0	0	100.000
225	ROUTINE_REQUEST.SMOKE	0	0	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0	100.000
228	ROUTINE_RPV.DETECTION	0	0	100.000
229	ROUTINE_RUL.EN.INPUT	0	0	100.000
230	ROUTINE_SEARCH	0	0	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
233	ROUTINE_SENSOR.INPUT	0	0.	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
237	ROUTINE_SMOKE.INPUT	0	0.	100.000
238	ROUTINE_SNAP.R	0	0.	100.000
239	ROUTINE_SNAP2	0	0.	100.000
240	ROUTINE_ST.INPUT	0	0.	100.000
241	ROUTINE_SUBM.INPUT	0	0.	100.000
242	ROUTINE_SWITCH.FO	0	0.	100.000
243	ROUTINE_SYS.INPUT	0	0.	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
245	ROUTINE_TACAIR.INPUT	0	0.	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
247	ROUTINE_TB.INPUT	0	0.	100.000
248	ROUTINE_TBF.INPUT	0	0.	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
250	ROUTINE_TERM.CHECK	0	0.	100.000
251	ROUTINE_TIME.REQ	0	0.	100.000
252	ROUTINE_TIME.TO.DETECT	0	0.	100.000
253	ROUTINE_TR.INPUT	0	0.	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
257	ROUTINE_UNIT.ENVIR	0	0.	100.000
258	ROUTINE_UNIT.INPUT	0	0.	100.000
259	ROUTINE_UNIT.PRIORITY	0	0.	100.000
260	ROUTINE_VIS.INPUT	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 13237

CPU USAGE FOR SIMULATED HOUR 4. = 8.62 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 5.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	38427	59.436	59.436
2 ROUTINE_FRAC.COMPUTE	5128	7.932	67.367
3 ROUTINE_LOCATE.SECTOR	3958	6.122	73.489
4 ROUTINE_GAMMA.F	1802	2.787	76.276
5 ROUTINE_SIZE.ESTIMATE	1145	1.771	78.047
6 ROUTINE_FINAL.COVERAGE	1127	1.743	79.791
7 ROUTINE_PK.COMPUTE	821	1.270	81.060
8 ROUTINE_DEQ.FEBA.SET	786	1.216	82.276
9 ROUTINE_ENQ.FEBA.SET	784	1.213	83.489
10 ROUTINE_RANGE.COMPUTE	608	.940	84.429
11 ROUTINE_PDB.DETECTION	527	.815	85.244
12 ROUTINE_PROX.CHECK	508	.786	86.030
13 EVENT_PDB.ACTIVATION	459	.710	86.740
14 ROUTINE_LOCATE.SEARCH.AREA	428	.662	87.402
15 ROUTINE_FA.BN.MOVEMENT	411	.636	88.038
16 FUNCTION_EST.RANGE	388	.600	88.638
17 FUNCTION_COMBINATIONS	371	.574	89.212
18 ROUTINE_OUTPUT.ATTRITION	348	.538	89.750
19 EVENT_UPDATE.LOC	295	.456	90.206
20 ROUTINE_JOHNSON.CRITERIA	283	.438	90.644
21 ROUTINE_PROB.INF	283	.438	91.082
22 ROUTINE_PROB.TIME	283	.438	91.519
23 ROUTINE_SEARCH	283	.438	91.957
24 ROUTINE_NOISE.DEGRADE	262	.405	92.362
25 ROUTINE_VOLLEY	231	.357	92.720
26 EVENT_CFR.ACTIVATION	230	.356	93.075
27 FUNCTION_FEBA.BAND	221	.342	93.417
28 FUNCTION_HE.WLA	209	.323	93.740
29 ROUTINE_CHECK.PROX	184	.285	94.025
30 PROCESS_ASSESSMENT	169	.261	94.286
31 ROUTINE_MRT.TO.FREQ	169	.261	94.548
32 ROUTINE_TEMPERATURE.ATTENUATION	169	.261	94.809
33 ROUTINE_NORMAL.F	160	.247	95.057
34 ROUTINE_EST.COVERAGE	159	.246	95.303
35 ROUTINE_WEIGHTED.VOLLEYS	159	.246	95.549
36 ROUTINE_GET.TERRAIN	147	.227	95.776
37 ROUTINE_HE.OR.ICM.COMPUTATION	138	.213	95.989
38 ROUTINE_MARGINAL.EFFECTS.ADJ	125	.193	96.183
39 ROUTINE_CONTRAST.TO.FREQ	114	.176	96.359
40 ROUTINE_TARGET.ANALYSIS	110	.170	96.529
41 PROCESS_SHOOT.OUT	104	.161	96.690
42 ROUTINE_CHK.COMP.TR	100	.155	96.845
43 ROUTINE_CHK.FD.TR	100	.155	96.999
44 ROUTINE_REM.EFFECTS.COMPUTATION	98	.152	97.151
45 FUNCTION_ICM.WLA	94	.145	97.296
46 PROCESS_FIRE.MISSION	88	.136	97.432
47 ROUTINE_BTRY.FM.ENQ	88	.136	97.569
48 ROUTINE_ANGLE.COMPUTE	83	.128	97.697
49 ROUTINE_FA.BN.ASGN	83	.128	97.825
50 ROUTINE_CFR.DETECTION	68	.105	97.930
51 PROCESS_TARGET.REPORT	61	.094	98.025
52 ROUTINE_FDC.TR.ENQ	59	.091	98.116
53 ROUTINE_CHECK.FOR.MINES	52	.080	98.197

54	ROUTINE_CFR.DEGRADE	49	.076	98.272
55	ROUTINE_BTRY.EFFECTS	48	.074	98.347
56	ROUTINE_UNIT.ENVIR	48	.074	98.421
57	ROUTINE_WEIBULL.F	46	.071	98.492
58	ROUTINE_BTRY.FM.DEQ	42	.065	98.557
59	ROUTINE_CHECK.ENGAGEMENT	42	.065	98.622
60	EVENT_PDB.OPERATOR	41	.063	98.685
61	EVENT_CFR.OPERATOR	39	.060	98.746
62	ROUTINE_TIME.TO.DETECT	38	.059	98.804
63	ROUTINE_EST.MIL.WORTH	36	.056	98.860
64	ROUTINE_COMPARE.TRS	35	.054	98.914
65	ROUTINE_MIN.MOVE	33	.051	98.965
66	EVENT_START.MOVE	32	.049	99.015
67	ROUTINE_FDC.TR.DEQ	27	.042	99.057
68	ROUTINE_FINISH.COMPUTATION	27	.042	99.098
69	EVENT_ACT.MOVCOR	26	.040	99.138
70	ROUTINE_FD.EFFECTS.REQ	25	.039	99.177
71	ROUTINE_TIME.REQ	25	.039	99.216
72	ROUTINE_CAS.EVAL	24	.037	99.253
73	ROUTINE_FO.DETECTION	23	.036	99.289
74	EVENT_START.ARTY.MOVEMENT	20	.031	99.319
75	EVENT_GET.NX.ORD	19	.029	99.349
76	ROUTINE_REQUEST.SMOKE	18	.028	99.377
77	ROUTINE_COPY	17	.026	99.403
78	EVENT_CFR.ON	15	.023	99.426
79	EVENT_ENGAGEMENT	14	.022	99.448
80	ROUTINE_REQUEST.ILLUM	14	.022	99.469
81	EVENT_ARTY.OCCUPATION	13	.020	99.490
82	EVENT_STOP.ARTY.MOVEMENT	13	.020	99.510
83	EVENT_CFR.OFF	12	.019	99.528
84	FUNCTION_EST.TR.RANGE	12	.019	99.547
85	ROUTINE_PROXIMITY.REQ	12	.019	99.565
86	ROUTINE_CHECK.STREN	11	.017	99.582
87	EVENT_MOVE	10	.015	99.598
88	ROUTINE_CHANGE.LOC	10	.015	99.613
89	ROUTINE_CHECK.DEAD	10	.015	99.629
90	ROUTINE_CREATE.FORCE	10	.015	99.644
91	ROUTINE_LOS.CHECK	10	.015	99.660
92	ROUTINE_PROX.POS	10	.015	99.675
93	ROUTINE_SWITCH.FO	10	.015	99.691
94	ROUTINE_UNIT.ASSIGNMENT	10	.015	99.706
95	EVENT_ACT.DEF	9	.014	99.720
96	ROUTINE_COMPUTE.WD	8	.012	99.732
97	ROUTINE_NEW.SEGMENT	8	.012	99.745
98	ROUTINE_SEGMENT.ADJUST	8	.012	99.757
99	ROUTINE_UNIT.PRIORITY	8	.012	99.770
100	ROUTINE_HEADING	7	.011	99.780
101	ROUTINE_REQUEST.DEF.FASCAM	7	.011	99.791
102	EVENT_ACT.MOVDIS	6	.009	99.800
103	ROUTINE_POSITION	6	.009	99.810
104	EVENT_START.BATTLE	5	.008	99.817
105	PROCESS_HOW.REPAIR	5	.008	99.825
106	ROUTINE_ADJUST	5	.008	99.833
107	ROUTINE_DEAD.UNIT	5	.008	99.841
108	ROUTINE_DESTROY.ORD	5	.008	99.848
109	ROUTINE_EMPTY	5	.008	99.856
110	ROUTINE_END.MOVE	5	.008	99.864
111	ROUTINE_GENERAL.BATTLE	5	.008	99.872
112	ROUTINE_INITIAL.DETECT	5	.008	99.879

113	ROUTINE_INITIAL.MOVE	5	.008	99.887
114	ROUTINE_LINE.OF.SIGHT	5	.008	99.895
115	ROUTINE_ORIENTATION	5	.008	99.903
116	EVENT_ACT.ATK	4	.006	99.909
117	EVENT_BTL.ENDED	4	.006	99.915
118	PROCESS_WITH.DRAW	4	.006	99.921
119	ROUTINE_CHECK.FORCE	4	.006	99.927
120	ROUTINE_CHECK.LIST	4	.006	99.933
121	ROUTINE_COMPUTE.D	4	.006	99.940
122	ROUTINE_FIN.BATTLE	4	.006	99.946
123	ROUTINE_PREP.WITHDRAW	4	.006	99.952
124	ROUTINE_PREPARE.LIST	4	.006	99.958
125	ROUTINE_REQUEST.WD.FASCAM	4	.006	99.964
126	ROUTINE_TERM.CHECK	4	.006	99.971
127	ROUTINE_DECIDE	3	.005	99.975
128	ROUTINE_PGM.MSN.ASGN	3	.005	99.980
129	ROUTINE_WHAT.NEXT	3	.005	99.985
130	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.003	99.988
131	ROUTINE_COMBINE.TRS	2	.003	99.991
132	ROUTINE_EXPONENTIAL.F	2	.003	99.994
133	ROUTINE_PRED.POS	2	.003	99.997
134	ROUTINE_INTER.BATTLE	1	.002	99.998
135	ROUTINE_INTER.HELO	1	.002	100.000
136	''PROGRAM''_MAIN	0	0.	100.000
137	EVENT_ACT.REINF	0	0.	100.000
138	EVENT_AD.ENGAGEMENT	0	0.	100.000
139	EVENT_CHANGE.LITE	0	0.	100.000
140	EVENT_CHANGE.WEATHER	0	0.	100.000
141	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
142	EVENT_END.SIMULATION	0	0.	100.000
143	EVENT_FEBA.SORTIE	0	0.	100.000
144	EVENT_HC.DEPART.BATTLE	0	0.	100.000
145	EVENT_HELO.ENGAGEMENT	0	0.	100.000
146	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
147	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
148	EVENT_POSITION.REPORT	0	0.	100.000
149	EVENT_SEND.TEAM	0	0.	100.000
150	EVENT_SET.DEBUG	0	0.	100.000
151	FUNCTION_AR.PROB.DETECT	0	0.	100.000
152	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
153	FUNCTION_COLLISION	0	0.	100.000
154	FUNCTION_STAY.TIME	0	0.	100.000
155	PROCESS_AC.ATK.TGT	0	0.	100.000
156	PROCESS_AIR.OBSERVER	0	0.	100.000
157	PROCESS_AIRBORNE.RADAR	0	0.	100.000
158	PROCESS_ARTY.ASSESS	0	0.	100.000
159	PROCESS_CAS.MISSION	0	0.	100.000
160	PROCESS_FORWARD.OBSERVER	0	0.	100.000
161	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
162	PROCESS_HC.RETURN.FARRP	0	0.	100.000
163	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
164	PROCESS_HELICOPTER.FIRE	0	0.	100.000
165	PROCESS_MINE.ASSESS	0	0.	100.000
166	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
167	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
168	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
169	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
170	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
171	ROUTINE_AD.SHOOT	0	0.	100.000

172	ROUTINE_AMMO RPT	0	0.	100.000
173	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
174	ROUTINE_AO.DETECTION	0	0.	100.000
175	ROUTINE_AR.DETECTION	0	0.	100.000
176	ROUTINE_ATTRIT SENSOR	0	0.	100.000
177	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
178	ROUTINE_BLOCK LOS	0	0.	100.000
179	ROUTINE_BTL.CHECK	0	0.	100.000
180	ROUTINE_BTRY.INPUT	0	0.	100.000
181	ROUTINE_CAT.TU.INPUT	0	0.	100.000
182	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
183	ROUTINE_CREATE.TEAMS	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
186	ROUTINE_DUST.EFFECTS	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 64653

CPU USAGE FOR SIMULATED HOUR 5. = 169.62 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 6. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	99893	38.634	38.634
2 ROUTINE_PK.COMPUTE	24321	9.406	48.040
3 ROUTINE_FRAC.COMPUTE	17404	6.731	54.771
4 ROUTINE_RANGE.COMPUTE	15435	5.970	60.741
5 ROUTINE_PROX.CHECK	14296	5.529	66.270
6 ROUTINE_LOCATE.SECTOR	8871	3.431	69.701
7 ROUTINE_SIZE.ESTIMATE	6527	2.524	72.225
8 ROUTINE_FINAL.COVERAGE	5495	2.125	74.350
9 ROUTINE_JOHNSON.CRITERIA	4644	1.796	76.146
10 ROUTINE_PROB.INF	4644	1.796	77.942
11 ROUTINE_PROB.TIME	4644	1.796	79.738
12 ROUTINE_SEARCH	4644	1.796	81.534
13 PROCESS_ASSESSMENT	3945	1.526	83.060
14 ROUTINE_CONTRAST.TO.FREQ	3252	1.258	84.318
15 ROUTINE_PDB.DETECTION	2812	1.088	85.405
16 EVENT_PDB.ACTIVATION	2439	.943	86.349
17 ROUTINE_DEQ.FEBA.SET	2026	.784	87.132
18 ROUTINE_ENQ.FEBA.SET	2015	.779	87.912
19 FUNCTION_COMBINATIONS	1638	.634	88.545
20 FUNCTION_EST.RANGE	1536	.594	89.139
21 ROUTINE_NOISE.DEGRADE	1398	.541	89.680
22 ROUTINE_MRT.TO.FREQ	1392	.538	90.218
23 ROUTINE_TEMPERATURE.ATTENUATION	1392	.538	90.757
24 ROUTINE_OUTPUT.ATTRITION	1378	.533	91.290
25 ROUTINE_VOLLEY	1227	.475	91.764
26 EVENT_CFR.ACTIVATION	1220	.472	92.236
27 FUNCTION_HE.WLA	1053	.407	92.643
28 FUNCTION_FEBA.BAND	992	.384	93.027
29 PROCESS_SHOOT.OUT	819	.317	93.344
30 ROUTINE_NORMAL.F	775	.300	93.643
31 ROUTINE_EST.COVERAGE	742	.287	93.930
32 ROUTINE_WEIGHTED.VOLLEYS	742	.287	94.217
33 EVENT_UPDATE.LOC	730	.282	94.500
34 ROUTINE_GET.TERRAIN	647	.250	94.750
35 ROUTINE_HE.OR.ICM.COMPUTATION	585	.226	94.976
36 ROUTINE_CHECK.ENGAGEMENT	580	.224	95.200
37 ROUTINE_FA.BN.MOVEMENT	563	.218	95.418
38 ROUTINE_MARGINAL.EFFECTS.ADJ	553	.214	95.632
39 ROUTINE_TIME.TO.DETECT	497	.192	95.824
40 ROUTINE_TARGET.ANALYSIS	464	.179	96.004
41 ROUTINE_ANGLE.COMPUTE	446	.172	96.176
42 ROUTINE_WEIBULL.F	443	.171	96.348
43 ROUTINE_FA.BN.ASGN	407	.157	96.505
44 ROUTINE_REM.EFFECTS.COMPUTATION	370	.143	96.648
45 ROUTINE_CHK.COMP.TR	368	.142	96.790
46 ROUTINE_CHK.FD.TR	368	.142	96.933
47 PROCESS_FIRE.MISSION	366	.142	97.074
48 ROUTINE_BTRY.FM.ENQ	366	.142	97.216
49 ROUTINE_GAMMA.F	346	.134	97.350
50 FUNCTION_ICM.WLA	334	.129	97.479
51 ROUTINE_FO.DETECTION	334	.129	97.608
52 ROUTINE_BTRY.FM.DEQ	315	.122	97.730
53 ROUTINE_BTRY.EFFECTS	266	.103	97.833

54	ROUTINE_UNIT.ENVIR	266	.103	97.936
55	ROUTINE_COMPARE.IRS	265	.102	98.038
56	PROCESS_TARGET.REPORT	255	.099	98.137
57	ROUTINE_CFR.DETECTION	252	.097	98.234
58	ROUTINE_FDC.TR.ENQ	244	.094	98.328
59	ROUTINE_MIN.MOVE	243	.094	98.422
60	ROUTINE_TIME.REQ	228	.088	98.511
61	ROUTINE_CHECK.PROX	224	.087	98.597
62	ROUTINE_FDC.TR.DEQ	194	.075	98.672
63	ROUTINE_FINISH.COMPUTATION	194	.075	98.747
64	ROUTINE_CFR.DEGRADE	171	.066	98.813
65	ROUTINE_EST.MIL.WORTH	138	.053	98.867
66	EVENT_CFR.OPERATOR	137	.053	98.920
67	ROUTINE_CAS.EVAL	120	.046	98.966
68	ROUTINE_CHECK.FOR.MINES	115	.044	99.011
69	EVENT_MOVE	111	.043	99.054
70	ROUTINE_CHANGE.LOC	111	.043	99.097
71	ROUTINE_LOS.CHECK	111	.043	99.139
72	ROUTINE_NEW.SEGMENT	101	.039	99.179
73	EVENT_PDB.OPERATOR	100	.039	99.217
74	ROUTINE_FD.EFFECTS.REQ	96	.037	99.254
75	ROUTINE_SEGMENT.ADJUST	93	.036	99.290
76	ROUTINE_COPY	85	.033	99.323
77	ROUTINE_REQUEST.SMOKE	80	.031	99.354
78	ROUTINE_POSITION	75	.029	99.383
79	EVENT_START.ARTY.MOVEMENT	69	.027	99.410
80	ROUTINE_LOCATE.SEARCH.AREA	66	.026	99.435
81	FUNCTION_EST.TR.RANGE	64	.025	99.460
82	ROUTINE_PROXIMITY.REQ	64	.025	99.485
83	ROUTINE_COMPUTE.D	61	.024	99.508
84	EVENT_ARTY.OCCUPATION	60	.023	99.532
85	EVENT_STOP.ARTY.MOVEMENT	60	.023	99.555
86	EVENT_ENGAGEMENT	58	.022	99.577
87	ROUTINE_REQUEST.ILLUM	58	.022	99.600
88	EVENT_GET.NX.ORD	55	.021	99.621
89	ROUTINE_COMPUTE.WD	54	.021	99.642
90	EVENT_START.MOVE	46	.018	99.660
91	EVENT_CFR.OFF	41	.016	99.676
92	EVENT_CFR.ON	40	.015	99.691
93	PROCESS_HOW.REPAIR	35	.014	99.705
94	ROUTINE_CREATE.FORCE	34	.013	99.718
95	ROUTINE_UNIT.ASSIGNMENT	34	.013	99.731
96	ROUTINE_SWITCH.FO	33	.013	99.744
97	ROUTINE_CHECK.DEAD	32	.012	99.756
98	ROUTINE_DECIDE	32	.012	99.768
99	ROUTINE_REQUEST.DEF.FASCAM	32	.012	99.781
100	ROUTINE_CHECK.FORCE	25	.010	99.790
101	EVENT_ACT.MOVCOR	24	.009	99.800
102	ROUTINE_UNIT.PRIORITY	24	.009	99.809
103	EVENT_ACT.MOVDIS	22	.009	99.817
104	PROCESS_WITH.DRAW	22	.009	99.826
105	ROUTINE_PREP.WITHDRAW	22	.009	99.834
106	ROUTINE_REQUEST.WD.FASCAM	22	.009	99.843
107	ROUTINE_TERM.CHECK	22	.009	99.851
108	EVENT_ACT.DEF	20	.008	99.859
109	ROUTINE_CHECK.STREN	19	.007	99.867
110	ROUTINE_END.MOVE	18	.007	99.874
111	EVENT_START.BATTLE	17	.007	99.880
112	ROUTINE_ADJUST	17	.007	99.887

113	ROUTINE_CHECK_LIST	17	.007	99.893
114	ROUTINE_GENERAL_BATTLE	17	.007	99.900
115	ROUTINE_INITIAL_DETECT	17	.007	99.906
116	ROUTINE_INITIAL_MOVE	17	.007	99.913
117	ROUTINE_LINE_OF_SIGHT	17	.007	99.920
118	ROUTINE_ORIENTATION	17	.007	99.926
119	ROUTINE_WHAT_NEXT	17	.007	99.933
120	ROUTINE_EMPTY	16	.006	99.939
121	ROUTINE_HEADING	16	.006	99.945
122	ROUTINE_PRED_POS	15	.006	99.951
123	ROUTINE_PROX_POS	14	.005	99.956
124	ROUTINE_EXPONENTIAL_F	13	.005	99.961
125	EVENT_ACT_ATK	12	.005	99.966
126	ROUTINE_DEAD_UNIT	12	.005	99.971
127	ROUTINE_PREPARE_LIST	12	.005	99.975
128	EVENT_BTL_ENDED	11	.004	99.980
129	ROUTINE_FIN_BATTLE	11	.004	99.984
130	ROUTINE_PGM_MSN_ASGN	10	.004	99.988
131	ROUTINE_DESTROY_ORD	8	.003	99.991
132	ROUTINE_COMBINE_TRS	7	.003	99.993
133	ROUTINE_INTER_BATTLE	5	.002	99.995
134	ROUTINE_INTER_HELO	5	.002	99.997
135	EVENT_SCHEDULE_ARTY_MOVEMENT	2	+8.E-04	99.998
136	ROUTINE_DQ_CMSN_QUEUE	2	+8.E-04	99.999
137	EVENT_CHANGE_LITE	1	+4.E-04	99.999
138	EVENT_CHANGE_WEATHER	1	+4.E-04	100.000
139	ROUTINE_RESET_FEBA_SECTOR	1	+4.E-04	100.000
140	''PROGRAM''_MAIN	0	0.	100.000
141	EVENT_ACT_REINF	0	0.	100.000
142	EVENT_AD_ENGAGEMENT	0	0.	100.000
143	EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
144	EVENT_END_SIMULATION	0	0.	100.000
145	EVENT_FEBA_SORTIE	0	0.	100.000
146	EVENT_HC_DEPART_BATTLE	0	0.	100.000
147	EVENT_HELO_ENGAGEMENT	0	0.	100.000
148	EVENT_INIT_PREPLAN_CAS	0	0.	100.000
149	EVENT_OFF_LINE_ATTRITION	0	0.	100.000
150	EVENT_POSITION_REPORT	0	0.	100.000
151	EVENT_SEND_TEAM	0	0.	100.000
152	EVENT_SET_DEBUG	0	0.	100.000
153	FUNCTION_AR_PROB_DETECT	0	0.	100.000
154	FUNCTION_BTRY_AVAILABLE	0	0.	100.000
155	FUNCTION_COLLISION	0	0.	100.000
156	FUNCTION_STAY_TIME	0	0.	100.000
157	PROCESS_AC_ATK_TGT	0	0.	100.000
158	PROCESS_AIR_OBSERVER	0	0.	100.000
159	PROCESS_AIRBORNE_RADAR	0	0.	100.000
160	PROCESS_ARTY_ASSESS	0	0.	100.000
161	PROCESS_CAS_MISSION	0	0.	100.000
162	PROCESS_FORWARD_OBSERVER	0	0.	100.000
163	PROCESS_HC_ARRIVE_BATTLE	0	0.	100.000
164	PROCESS_HC_RETURN_FARRP	0	0.	100.000
165	PROCESS_HEL_TARGET_ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER_FIRE	0	0.	100.000
167	PROCESS_MINE_ASSESS	0	0.	100.000
168	PROCESS_PHOTO_IR_FLIGHT	0	0.	100.000
169	PROCESS_REMOTE_PILOT_VEHICLE	0	0.	100.000
170	ROUTINE_AC_BOMB_EFFECTS	0	0.	100.000
171	ROUTINE_AC_DF_EFFECTS	0	0.	100.000

172	ROUTINE_AC_MUNS.INPUT	0	0	100.000
173	ROUTINE_AD_SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO_DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BLOCK.LOS	0	0.	100.000
181	ROUTINE_BTL_CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DUST.EFFECTS	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.& M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 258563

CPU USAGE FOR SIMULATED HOUR 6. = 854.55 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 7. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	135756	32.609	32.609
2 ROUTINE_PK.COMPUTE	54519	13.096	45.704
3 ROUTINE_RANGE.COMPUTE	32518	7.811	53.515
4 ROUTINE_PROX.CHECK	30052	7.219	60.734
5 ROUTINE_FRAC.COMPUTE	22704	5.454	66.187
6 ROUTINE_LOCATE.SECTOR	12295	2.953	69.141
7 ROUTINE_JOHNSON.CRITERIA	10888	2.615	71.756
8 ROUTINE_PROB.INF	10888	2.615	74.371
9 ROUTINE_PROB.TIME	10888	2.615	76.987
10 ROUTINE_SEARCH	10888	2.615	79.602
11 ROUTINE_CONTRAST.TO.FREQ	8240	1.979	81.581
12 ROUTINE_SIZE.ESTIMATE	7279	1.748	83.330
13 ROUTINE_FINAL.COVERAGE	5753	1.382	84.712
14 PROCESS_ASSESSMENT	4752	1.141	85.853
15 ROUTINE_PDB.DETECTION	3415	.820	86.673
16 ROUTINE_DEQ.FEBA.SET	3195	.767	87.441
17 ROUTINE_ENQ.FEBA.SET	3177	.763	88.204
18 PROCESS_SHOOT.OUT	2957	.710	88.914
19 EVENT_PDB.ACTIVATION	2770	.665	89.580
20 ROUTINE_MRT.TO.FREQ	2648	.636	90.216
21 ROUTINE_TEMPERATURE.ATTENUATION	2648	.636	90.852
22 ROUTINE_CHECK.ENGAGEMENT	2150	.516	91.368
23 FUNCTION_COMBINATIONS	2067	.496	91.865
24 FUNCTION_EST.RANGE	1805	.434	92.298
25 ROUTINE_NOISE.DEGRADE	1708	.410	92.708
26 ROUTINE_OUTPUT.ATTRITION	1447	.348	93.056
27 EVENT_CFR.ACTIVATION	1384	.332	93.388
28 ROUTINE_VOLLEY	1384	.332	93.721
29 FUNCTION_HE.WLA	1256	.302	94.023
30 FUNCTION_FEBA.BAND	1228	.295	94.318
31 EVENT_UPDATE.LOC	1151	.276	94.594
32 ROUTINE_NORMAL.F	1056	.254	94.848
33 ROUTINE_TIME.TO.DETECT	991	.238	95.086
34 ROUTINE_EST.COVERAGE	825	.198	95.284
35 ROUTINE_WEIGHTED.VOLLEYS	825	.198	95.482
36 ROUTINE_GET.TERRAIN	767	.184	95.666
37 ROUTINE_FA.BN.MOVEMENT	718	.172	95.839
38 ROUTINE_WEIBULL.F	707	.170	96.009
39 ROUTINE_HE.OR.ICM.COMPUTATION	705	.169	96.178
40 ROUTINE_MIN.MOVE	635	.153	96.330
41 ROUTINE_MARGINAL.EFFECTS.ADJ	621	.149	96.480
42 ROUTINE_TARGET.ANALYSIS	601	.144	96.624
43 ROUTINE_GAMMA.F	540	.130	96.754
44 ROUTINE_FA.BN.ASGN	523	.126	96.879
45 ROUTINE_CHK.COMP.TR	505	.121	97.001
46 ROUTINE_CHK.FD.TR	505	.121	97.122
47 ROUTINE_ANGLE.COMPUTE	438	.105	97.227
48 ROUTINE_FO.DETECTION	438	.105	97.332
49 ROUTINE_CFR.DETECTION	433	.104	97.436
50 ROUTINE_CHANGE.LOC	406	.098	97.534
51 ROUTINE_LOS.CHECK	406	.098	97.631
52 ROUTINE_BTRY.FM.DEQ	387	.093	97.724
53 PROCESS_FIRE.MISSION	384	.092	97.817

54	ROUTINE_BTRY.FM.ENQ	384	092	97.909
55	ROUTINE_REM.EFFECTS COMPUTATION	377	.091	97.999
56	ROUTINE_COMPARE.TRS	369	.089	98.088
57	PROCESS_TARGET REPORT	347	.083	98.171
58	FUNCTION_ICM WLA	345	.083	98.254
59	ROUTINE_CHECK.PROX	345	.083	98.337
60	ROUTINE_FDC.TR.ENQ	328	.079	98.416
61	ROUTINE_TIME.REQ	324	.078	98.494
62	ROUTINE_FDC.TR.DEQ	315	.076	98.569
63	ROUTINE_FINISH.COMPUTATION	315	.076	98.645
64	ROUTINE_BTRY.EFFECTS	309	.074	98.719
65	ROUTINE_UNIT.ENVIR	309	.074	98.793
66	ROUTINE_COMPUTE.D	305	.073	98.867
67	ROUTINE_REQUEST.SMOKE	253	.061	98.927
68	ROUTINE_CFR.DEGRADE	228	.055	98.982
69	EVENT_CFR.OPERATOR	227	.055	99.037
70	ROUTINE_CAS.EVAL	221	.053	99.090
71	ROUTINE_EST.MIL.WORTH	206	.049	99.139
72	EVENT_ENGAGEMENT	198	.048	99.187
73	ROUTINE_REQUEST.ILLUM	198	.048	99.234
74	ROUTINE_CHECK.FOR.MINES	149	.036	99.270
75	EVENT_MOVE	142	.034	99.304
76	ROUTINE_NEW.SEGMENT	138	.033	99.338
77	ROUTINE_FD.EFFECTS.REQ	130	.031	99.369
78	ROUTINE_COPY	119	.029	99.397
79	ROUTINE_LOCATE.SEARCH.AREA	112	.027	99.424
80	ROUTINE_COMPUTE.WD	108	.026	99.450
81	ROUTINE_SEGMENT.ADJUST	107	.026	99.476
82	EVENT_PDB.OPERATOR	104	.025	99.501
83	ROUTINE_REQUEST.DEF.FASCAM	103	.025	99.526
84	EVENT_START.ARTY.MOVEMENT	99	.024	99.549
85	ROUTINE_POSITION	96	.023	99.572
86	EVENT_STOP.ARTY.MOVEMENT	94	.023	99.595
87	EVENT_ARTY.OCCUPATION	87	.021	99.616
88	EVENT_GET.NX.ORD	84	.020	99.636
89	FUNCTION_EST.TR.RANGE	75	.018	99.654
90	ROUTINE_PROXIMITY.REQ	75	.018	99.672
91	ROUTINE_CHECK.FORCE	60	.014	99.687
92	PROCESS_WITH.DRAW	55	.013	99.700
93	ROUTINE_PREP.WITHDRAW	55	.013	99.713
94	ROUTINE_REQUEST.WD.FASCAM	55	.013	99.726
95	ROUTINE_TERM.CHECK	54	.013	99.739
96	ROUTINE_DECIDE	51	.012	99.751
97	EVENT_START.MOVE	50	.012	99.763
98	PROCESS_HOW.REPAIR	45	.011	99.774
99	EVENT_CFR.OFF	44	.011	99.785
100	ROUTINE_DUST.EFFECTS	44	.011	99.795
101	EVENT_CFR.ON	43	.010	99.806
102	ROUTINE_CHECK.DEAD	40	.010	99.815
103	ROUTINE_CREATE.FORCE	40	.010	99.825
104	ROUTINE_SWITCH.FO	40	.010	99.835
105	ROUTINE_UNIT.ASSIGNMENT	40	.010	99.844
106	ROUTINE_UNIT.PRIORITY	38	.009	99.853
107	EVENT_ACT.MOVDIS	34	.008	99.861
108	ROUTINE_WHAT.NEXT	33	.008	99.869
109	ROUTINE_BLOCK.LOS	29	.007	99.876
110	ROUTINE_EXPONENTIAL.F	29	.007	99.883
111	EVENT_ACT.DEF	28	.007	99.890
112	ROUTINE_CHECK.LIST	28	.007	99.897

113	ROUTINE_END.MOVE	28	.007	99.903
114	ROUTINE_HEADING	24	.006	99.909
115	ROUTINE_PGM.MSN.ASGN	24	.006	99.915
116	ROUTINE_CHECK.STREN	21	.005	99.920
117	EVENT_START.BATTLE	20	.005	99.925
118	ROUTINE_ADJUST	20	.005	99.930
119	ROUTINE_EMPTY	20	.005	99.934
120	ROUTINE_GENERAL.BATTLE	20	.005	99.939
121	ROUTINE_INITIAL.DETECT	20	.005	99.944
122	ROUTINE_INITIAL.MOVE	20	.005	99.949
123	ROUTINE_LINE.OF.SIGHT	20	.005	99.954
124	ROUTINE_ORIENTATION	20	.005	99.958
125	ROUTINE_PROX.POS	20	.005	99.963
126	EVENT_ACT.ATK	19	.005	99.968
127	EVENT_BTL.ENDED	19	.005	99.972
128	ROUTINE_DEAD.UNIT	19	.005	99.977
129	ROUTINE_FIN.BATTLE	19	.005	99.982
130	ROUTINE_PREPARE.LIST	19	.005	99.986
131	EVENT_ACT.MOVCOR	16	.004	99.990
132	ROUTINE_COMBINE.TRS	11	.003	99.993
133	ROUTINE_DESTROY.ORD	11	.003	99.995
134	ROUTINE_ATTRIT.SENSOR	6	.001	99.997
135	ROUTINE_PRED.POS	6	.001	99.998
136	PROCESS_ARTY.ASSESS	3	+7.E-04	99.999
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+5.E-04	99.999
138	ROUTINE_INTER.BATTLE	1	+2.E-04	100.000
139	ROUTINE_INTER.HELO	1	+2.E-04	100.000
140	ROUTINE_RESET.FEBA.SECTOR	1	+2.E-04	100.
141	''PROGRAM''_MAIN	0	0.	100.
142	EVENT_ACT.REINF	0	0.	100.
143	EVENT_AD.ENGAGEMENT	0	0.	100.
144	EVENT_CHANGE.LITE	0	0.	100.
145	EVENT_CHANGE.WEATHER	0	0.	100.
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.
147	EVENT_END.SIMULATION	0	0.	100.
148	EVENT_FEBA.SORTIE	0	0.	100.
149	EVENT_HC.DEPART.BATTLE	0	0.	100.
150	EVENT_HELO.ENGAGEMENT	0	0.	100.
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.
153	EVENT_POSITION.REPORT	0	0.	100.
154	EVENT_SEND.TEAM	0	0.	100.
155	EVENT_SET.DEBUG	0	0.	100.
156	FUNCTION_AR.PROB.DETECT	0	0.	100.
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.
158	FUNCTION_COLLISION	0	0.	100.
159	FUNCTION_STAY.TIME	0	0.	100.
160	PROCESS_AC.ATK.TGT	0	0.	100.
161	PROCESS_AIR.OBSERVER	0	0.	100.
162	PROCESS_AIRBORNE.RADAR	0	0.	100.
163	PROCESS_CAS.MISSION	0	0.	100.
164	PROCESS_FORWARD.OBSERVER	0	0.	100.
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.
166	PROCESS_HC.RETURN.FARRP	0	0.	100.
167	PROCESS_HEL.TARGET ACQUISITION	0	0.	100.
168	PROCESS_HELICOPTER.FIRE	0	0.	100.
169	PROCESS_MINE.ASSESS	0	0.	100.
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.

172	ROUTINE_AC_BOMB_EFFECTS	0	0.	100.
173	ROUTINE_AC_DF_EFFECTS	0	0.	100.
174	ROUTINE_AC_MUNS_INPUT	0	0.	100.
175	ROUTINE_AD_SHOOT	0	0.	100.
176	ROUTINE_AMMO_RPT	0	0.	100.
177	ROUTINE_ANALYSIS_OUTPUT	0	0.	100.
178	ROUTINE_AO_DETECTION	0	0.	100.
179	ROUTINE_AR_DETECTION	0	0.	100.
180	ROUTINE_BETWEEN_ROUTINE	0	0.	100.
181	ROUTINE_BTL_CHECK	0	0.	100.
182	ROUTINE_BTRY_INPUT	0	0.	100.
183	ROUTINE_CAT_TU_INPUT	0	0.	100.
184	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0.	100.
185	ROUTINE_CREATE_TEAMS	0	0.	100.
186	ROUTINE_DECISION_INPUT	0	0.	100.
187	ROUTINE_DQ_CMSN_QUEUE	0	0.	100.
188	ROUTINE_EMPLOY_HELICOPTERS	0	0.	100.
189	ROUTINE_END_CAS_MISSION	0	0.	100.
190	ROUTINE_EQ_TE_INPUT	0	0.	100.
191	ROUTINE_ERROR_STOP	0	0.	100.
192	ROUTINE_FARRP_CHECK	0	0.	100.
193	ROUTINE_FARRP_INPUT	0	0.	100.
194	ROUTINE_FASCAM_COMPUTATION	0	0.	100.
195	ROUTINE_FBN_FD_INPUT	0	0.	100.
196	ROUTINE_FEBA_INITIAL	0	0.	100.
197	ROUTINE_FILE_FD_SCHD	0	0.	100.
198	ROUTINE_FILE_KAD_SENSOR	0	0.	100.
199	ROUTINE_FIND_START_TIME	0	0.	100.
200	ROUTINE_FLIGHT_PATH	0	0.	100.
201	ROUTINE_FORM_TF_LIST	0	0.	100.
202	ROUTINE_FORPOSITION_OUT	0	0.	100.
203	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.
204	ROUTINE_HC_DISENGAGE	0	0.	100.
205	ROUTINE_HC_EMPTY	0	0.	100.
206	ROUTINE_HE_LA_INPUT	0	0.	100.
207	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.
208	ROUTINE_ILLUM_COMPUTATION	0	0.	100.
209	ROUTINE_ILLUM_EFFECTS	0	0.	100.
210	ROUTINE_ILLUM_INPUT	0	0.	100.
211	ROUTINE_INIT_REINF	0	0.	100.
212	ROUTINE_KV_INPUT	0	0.	100.
213	ROUTINE_KV_PRINT	0	0.	100.
214	ROUTINE_KV_SCOREBOARD	0	0.	100.
215	ROUTINE_LINE_CIRCLE	0	0.	100.
216	ROUTINE_MADS_INPUT	0	0.	100.
217	ROUTINE_MAIN1	0	0.	100.
218	ROUTINE_MAIN2	0	0.	100.
219	ROUTINE_MAIN3	0	0.	100.
220	ROUTINE_MAO_INPUT	0	0.	100.
221	ROUTINE_MCFR_INPUT	0	0.	100.
222	ROUTINE_MFO_INPUT	0	0.	100.
223	ROUTINE_MINE_DELAY	0	0.	100.
224	ROUTINE_MINE_EFFECTS	0	0.	100.
225	ROUTINE_MINE_INPUT	0	0.	100.
226	ROUTINE_MPDB_INPUT	0	0.	100.
227	ROUTINE_MUNS_INPUT	0	0.	100.
228	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0.	100.
229	ROUTINE_ORD_ATK	0	0.	100.
230	ROUTINE_ORD_DEF	0	0	100.

231	ROUTINE_ORD.MOVCOR	0	0.	100.
232	ROUTINE_ORD.MOVDIS	0	0.	100.
233	ROUTINE_ORD.REINF	0	0.	100.
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
235	ROUTINE_P.E.M.INPUT	0	0.	100.
236	ROUTINE_PGM.INPUT	0	0.	100.
237	ROUTINE_PIR.DETECTION	0	0.	100.
238	ROUTINE_PK.INPUT	0	0.	100.
239	ROUTINE_PLAT.COUNT	0	0.	100.
240	ROUTINE_READ.ORDERS	0	0.	100.
241	ROUTINE_REIN.ARRIVE	0	0.	100.
242	ROUTINE_REPLACE.HC	0	0.	100.
243	ROUTINE_REQUEST.FASCAM	0	0.	100.
244	ROUTINE_RPV.DETECTION	0	0.	100.
245	ROUTINE_RUL.EN.INPUT	0	0.	100.
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.
247	ROUTINE_SENSOR.INPUT	0	0.	100.
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.
250	ROUTINE_SMOKE.INPUT	0	0.	100.
251	ROUTINE_SNAP.R	0	0.	100.
252	ROUTINE_SNAP2	0	0.	100.
253	ROUTINE_ST.INPUT	0	0.	100.
254	ROUTINE_SUBM.INPUT	0	0.	100.
255	ROUTINE_SYS.INPUT	0	0.	100.
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.
257	ROUTINE_TACAIR.INPUT	0	0.	100.
258	ROUTINE_TB.INPUT	0	0.	100.
259	ROUTINE_TBF.INPUT	0	0.	100.
260	ROUTINE_TR.INPUT	0	0.	100.
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.
263	ROUTINE_UNIT.INPUT	0	0.	100.
264	ROUTINE_VIS.INPUT	0	0.	100.

TOTAL INVOCATIONS = 416316

CPU USAGE FOR SIMULATED HOUR 7. = 1138.52 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 8. TOP 264 (100%) INVOKED ROUTINES		INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	FUNCTION_ACT.RANGE	108441	30.341	30.341
2	ROUTINE_PK.COMPUTE	39080	10.934	41.275
3	ROUTINE_RANGE.COMPUTE	24160	6.760	48.035
4	ROUTINE_PROX.CHECK	21668	6.063	54.098
5	ROUTINE_JOHNSON.CRITERIA	15363	4.298	58.396
6	ROUTINE_PROB.INF	15363	4.298	62.695
7	ROUTINE_PROB.TIME	15363	4.298	66.993
8	ROUTINE_SEARCH	15363	4.298	71.292
9	ROUTINE_FRAC.COMPUTE	14940	4.180	75.472
10	ROUTINE_CONTRAST.TO.FREQ	12399	3.469	78.941
11	ROUTINE_LOCATE.SECTOR	9891	2.767	81.708
12	ROUTINE_SIZE.ESTIMATE	7934	2.220	83.928
13	ROUTINE_FINAL.COVERAGE	3793	1.061	84.990
14	PROCESS_ASSESSMENT	3754	1.050	86.040
15	ROUTINE_DEQ.FEBA.SET	3307	.925	86.965
16	ROUTINE_ENQ.FEBA.SET	3289	.920	87.885
17	ROUTINE_MRT.TO.FREQ	2964	.829	88.715
18	ROUTINE_TEMPERATURE.ATTENUATION	2964	.829	89.544
19	ROUTINE_PDB.DETECTION	2799	.783	90.327
20	ROUTINE_CHECK.ENGAGEMENT	2461	.689	91.016
21	PROCESS_SHOOT.OUT	2217	.620	91.636
22	EVENT_PDB.ACTIVATION	1782	.499	92.135
23	FUNCTION_COMBINATIONS	1766	.494	92.629
24	ROUTINE_NOISE.DEGRADE	1402	.392	93.021
25	FUNCTION_EST.RANGE	1266	.354	93.375
26	ROUTINE_TIME.TO.DETECT	1079	.302	93.677
27	EVENT_UPDATE.LOC	1061	.297	93.974
28	ROUTINE_OUTPUT.ATTRITION	969	.271	94.245
29	EVENT_CFR.ACTIVATION	891	.249	94.494
30	ROUTINE_NORMAL.F	888	.248	94.743
31	ROUTINE_VOLLEY	888	.248	94.991
32	FUNCTION_FEBA.BAND	873	.244	95.236
33	FUNCTION_HE.WLA	741	.207	95.443
34	ROUTINE_WEIBULL.F	701	.196	95.639
35	ROUTINE_GET.TERRAIN	564	.158	95.797
36	ROUTINE_TARGET.ANALYSIS	547	.153	95.950
37	ROUTINE_EST.COVERAGE	533	.149	96.099
38	ROUTINE_WEIGHTED.VOLLEYS	533	.149	96.248
39	ROUTINE_FA.BN.ASGN	479	.134	96.382
40	ROUTINE_MIN.MOVE	474	.133	96.515
41	ROUTINE_CHK.COMP.TR	451	.126	96.641
42	ROUTINE_CHK.FD.TR	451	.126	96.767
43	ROUTINE_FO.DETECTION	420	.118	96.885
44	ROUTINE_FA.BN.MOVEMENT	394	.110	96.995
45	ROUTINE_HE.OR.ICM.COMPUTATION	394	.110	97.105
46	ROUTINE_CHANGE.LOC	389	.109	97.214
47	ROUTINE_LOS.CHECK	389	.109	97.323
48	ROUTINE_MARGINAL.EFFECTS.ADJ	374	.105	97.428
49	ROUTINE_GAMMA.F	372	.104	97.532
50	ROUTINE_CHECK.PROX	357	.100	97.632
51	ROUTINE_COMPARE.TRS	342	.096	97.727
52	PROCESS_TARGET.REPORT	313	.088	97.815
53	ROUTINE_FDC.TR.DEQ	312	.087	97.902

54	ROUTINE_FINISH.COMPUTATION	312	.087	97.989
55	ROUTINE_TIME.REQ	308	.086	98.076
56	ROUTINE_FDC.TR.ENQ	298	.083	98.159
57	ROUTINE_COMPUTE_D	283	.079	98.238
58	ROUTINE_BTRY.FM.DEQ	282	.079	98.317
59	ROUTINE_ANGLE.COMPUTE	278	.078	98.395
60	PROCESS_FIRE.MISSION	273	.076	98.471
61	ROUTINE_BTRY.FM.ENQ	273	.076	98.548
62	ROUTINE_REM.EFFECTS.COMPUTATION	270	.076	98.623
63	ROUTINE_CAS.EVAL	237	.066	98.689
64	FUNCTION_ICM.WLA	235	.066	98.755
65	ROUTINE_CFR.DETECTION	230	.064	98.820
66	ROUTINE_REQUEST.SMOKE	216	.060	98.880
67	ROUTINE_BTRY.EFFECTS	203	.057	98.937
68	ROUTINE_UNIT.ENVIR	203	.057	98.994
69	EVENT_CFR.OPERATOR	175	.049	99.043
70	ROUTINE_CHECK.FOR.MINES	168	.047	99.090
71	ROUTINE_CFR.DEGRADE	165	.046	99.136
72	EVENT_ENGAGEMENT	161	.045	99.181
73	ROUTINE_REQUEST.ILLUM	161	.045	99.226
74	ROUTINE_EST.MIL.WORTH	157	.044	99.270
75	EVENT_MOVE	133	.037	99.307
76	ROUTINE_NEW.SEGMENT	133	.037	99.344
77	EVENT_PDB.OPERATOR	118	.033	99.377
78	EVENT_START.ARTY.MOVEMENT	117	.033	99.410
79	ROUTINE_COMPUTE.WD	115	.032	99.442
80	ROUTINE_COPY	115	.032	99.474
81	ROUTINE_FD.EFFECTS.REQ	108	.030	99.504
82	EVENT_ARTY.OCCUPATION	98	.027	99.532
83	ROUTINE_SEGMENT.ADJUST	94	.026	99.558
84	EVENT_STOP.ARTY.MOVEMENT	93	.026	99.584
85	ROUTINE_POSITION	85	.024	99.608
86	ROUTINE_REQUEST.DEF.FASCAM	81	.023	99.631
87	FUNCTION_EST.TR.RANGE	76	.021	99.652
88	ROUTINE_PROXIMITY.REQ	76	.021	99.673
89	ROUTINE_LOCATE.SEARCH.AREA	70	.020	99.693
90	ROUTINE_DUST.EFFECTS	64	.018	99.711
91	EVENT_GET.NX.ORD	57	.016	99.727
92	ROUTINE_TERM.CHECK	56	.016	99.742
93	PROCESS_WITH.DRAW	55	.015	99.758
94	ROUTINE_PREP.WITHDRAW	55	.015	99.773
95	ROUTINE_REQUEST.WD.FASCAM	55	.015	99.788
96	ROUTINE_CHECK.FORCE	52	.015	99.803
97	EVENT_START.MOVE	51	.014	99.817
98	EVENT_CFR.ON	44	.012	99.830
99	EVENT_CFR.OFF	42	.012	99.841
100	PROCESS_HOW.REPAIR	34	.010	99.851
101	ROUTINE_DECIDE	34	.010	99.860
102	EVENT_ACT.DEF	30	.008	99.869
103	EVENT_ACT.MOVCOR	30	.008	99.877
104	ROUTINE_EXPONENTIAL.F	25	.007	99.884
105	ROUTINE_END.MOVE	24	.007	99.891
106	EVENT_ACT.MOVDIS	21	.006	99.897
107	ROUTINE_CHECK.LIST	21	.006	99.903
108	ROUTINE_CHECK.DEAD	20	.006	99.908
109	ROUTINE_CREATE.FORCE	20	.006	99.914
110	ROUTINE_PRED.POS	20	.006	99.919
111	ROUTINE_SWITCH.FO	20	.006	99.925
112	ROUTINE_UNIT.ASSIGNMENT	20	.006	99.931

113	ROUTINE_DEAD.UNIT	19	.005	99.936
114	ROUTINE_HEADING	19	.005	99.941
115	ROUTINE_UNIT.PRIORITY	18	.005	99.946
116	ROUTINE_WHAT.NEXT	17	.005	99.951
117	ROUTINE_CHECK.SIREN	12	.003	99.954
118	ROUTINE_PROX.POS	11	.003	99.957
119	EVENT_START.BATTLE	10	.003	99.960
120	ROUTINE_ADJUST	10	.003	99.963
121	ROUTINE_BLOCK.LOS	10	.003	99.966
122	ROUTINE_EMPTY	10	.003	99.969
123	ROUTINE_GENERAL.BATTLE	10	.003	99.971
124	ROUTINE_INITIAL.DETECT	10	.003	99.974
125	ROUTINE_INITIAL.MOVE	10	.003	99.977
126	ROUTINE_LINE.OF.SIGHT	10	.003	99.980
127	ROUTINE_ORIENTATION	10	.003	99.983
128	EVENT_ACT.ATK	9	.003	99.985
129	EVENT_BTL.ENDED	9	.003	99.988
130	ROUTINE_FIN.BATTLE	9	.003	99.990
131	ROUTINE_PREPARE.LIST	9	.003	99.993
132	ROUTINE_COMBINE.TRS	7	.002	99.995
133	ROUTINE_PGM.MSN.ASGN	7	.002	99.997
134	ROUTINE_ATTRIT.SENSOR	3	+8.E-04	99.997
135	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.998
136	FUNCTION_COLLISION	2	+6.E-04	99.999
137	PROCESS_ARTY.ASSESS	2	+6.E-04	99.999
138	ROUTINE_DESTROY.ORD	1	+3.E-04	99.999
139	ROUTINE_INTER.BATTLE	1	+3.E-04	100.000
140	ROUTINE_INTER.HELO	1	+3.E-04	100.000
141	''PROGRAM''_MAIN	0	0.	100.000
142	EVENT_ACT.REINF	0	0.	100.000
143	EVENT_AD ENGAGEMENT	0	0.	100.000
144	EVENT_CHANGE.LITE	0	0.	100.000
145	EVENT_CHANGE.WEATHER	0	0.	100.000
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
147	EVENT_END.SIMULATION	0	0.	100.000
148	EVENT_FEBA.SORTIE	0	0.	100.000
149	EVENT_HC.DEPART.BATTLE	0	0.	100.000
150	EVENT_HELO.ENGAGEMENT	0	0.	100.000
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
153	EVENT_POSITION.REPORT	0	0.	100.000
154	EVENT_SEND.TEAM	0	0.	100.000
155	EVENT_SET.DEBUG	0	0.	100.000
156	FUNCTION_AR.PROB.DETECT	0	0.	100.000
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
158	FUNCTION_STAY.TIME	0	0.	100.000
159	PROCESS_AC.ATK.TGT	0	0.	100.000
160	PROCESS_AIR.OBSERVER	0	0.	100.000
161	PROCESS_AIRBORNE.RADAR	0	0.	100.000
162	PROCESS_CAS.MISSION	0	0.	100.000
163	PROCESS_FORWARD.OBSERVER	0	0.	100.000
164	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
165	PROCESS_HC.RETURN.FARRP	0	0.	100.000
166	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
167	PROCESS_HELICOPTER.FIRE	0	0.	100.000
168	PROCESS_MINE.ASSESS	0	0.	100.000
169	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
170	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
171	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

172	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
173	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
174	ROUTINE_AD.SHOOT	0	0.	100.000
175	ROUTINE_AMMO.RPT	0	0.	100.000
176	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
177	ROUTINE_AO.DETECTION	0	0.	100.000
178	ROUTINE_AR.DETECTION	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BTL.CHECK	0	0.	100.000
181	ROUTINE_BTRY.INPUT	0	0.	100.000
182	ROUTINE_CAT.TU.INPUT	0	0.	100.000
183	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE.TEAMS	0	0.	100.000
185	ROUTINE_DECISION.INPUT	0	0.	100.000
186	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 357406

CPU USAGE FOR SIMULATED HOUR 8. = 866.10 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 9. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	128905	20.344	20.344
2 ROUTINE_PK.COMPUTE	106655	16.833	37.177
3 ROUTINE_RANGE.COMPUTE	70914	11.192	48.369
4 ROUTINE_PROX.CHECK	58935	9.301	57.670
5 ROUTINE_JOHNSON.CRITERIA	24077	3.800	61.470
6 ROUTINE_PROB.INF	24077	3.800	65.270
7 ROUTINE_PROB.TIME	24077	3.800	69.069
8 ROUTINE_SEARCH	24077	3.800	72.869
9 ROUTINE_FRAC.COMPUTE	16484	2.602	75.471
10 ROUTINE_CONTRAST.TO.FREQ	16287	2.570	78.041
11 ROUTINE_LOCATE.SECTOR	14419	2.276	80.317
12 ROUTINE_SIZE.ESTIMATE	12284	1.939	82.256
13 PROCESS_ASSESSMENT	10164	1.604	83.860
14 ROUTINE_MRT.TO.FREQ	7790	1.229	85.089
15 ROUTINE_TEMPERATURE.ATTENUATION	7790	1.229	86.319
16 ROUTINE_TIME.TO.DETECT	6501	1.026	87.345
17 ROUTINE_CHECK.ENGAGEMENT	4980	.786	88.131
18 ROUTINE_DEQ.FEBA.SET	4905	.774	88.905
19 ROUTINE_ENQ.FEBA.SET	4865	.768	89.673
20 FUNCTION_COMBINATIONS	4841	.764	90.437
21 ROUTINE_FINAL.COVERAGE	4147	.654	91.091
22 PROCESS_SHOOT.OUT	3680	.581	91.672
23 ROUTINE_PDB.DETECTION	3598	.568	92.240
24 ROUTINE_WEIBULL.F	3370	.532	92.772
25 EVENT_PDB.ACTIVATION	2661	.420	93.192
26 FUNCTION_EST.RANGE	2376	.375	93.567
27 EVENT_UPDATE.LOC	2364	.373	93.940
28 ROUTINE_FO.DETECTION	1969	.311	94.250
29 ROUTINE_NOISE.DEGRADE	1798	.284	94.534
30 FUNCTION_HE.WLA	1516	.239	94.773
31 FUNCTION_FEBA.BAND	1425	.225	94.998
32 ROUTINE_VOLLEY	1333	.210	95.209
33 EVENT_CFR.ACTIVATION	1330	.210	95.419
34 ROUTINE_NORMAL.F	1271	.201	95.619
35 ROUTINE_GAMMA.F	1110	.175	95.794
36 ROUTINE_TARGET.ANALYSIS	1006	.159	95.953
37 ROUTINE_OUTPUT.ATTRITION	965	.152	96.105
38 ROUTINE_EST.COVERAGE	964	.152	96.258
39 ROUTINE_WEIGHTED.VOLLEYS	964	.152	96.410
40 ROUTINE_NEW.SEGMENT	845	.133	96.543
41 ROUTINE_HE.OR.ICM.COMPUTATION	835	.132	96.675
42 ROUTINE_ANGLE.COMPUTE	805	.127	96.802
43 ROUTINE_GET.TERRAIN	728	.115	96.917
44 ROUTINE_MARGINAL.EFFECTS.ADJ	722	.114	97.031
45 ROUTINE_CHK.COMP.TR	695	.110	97.140
46 ROUTINE_CHK.FD.TR	694	.110	97.250
47 ROUTINE_COMPARE.TRS	633	.100	97.350
48 ROUTINE_MIN.MOVE	629	.099	97.449
49 ROUTINE_CAS.EVAL	622	.098	97.547
50 ROUTINE_FA.BN.ASGN	590	.093	97.640
51 ROUTINE_TIME.REQ	571	.090	97.731
52 ROUTINE_REQUEST.SMOKE	570	.090	97.820
53 PROCESS_TARGET.REPORT	540	.085	97.906

54	ROUTINE_FDC.TR.ENQ	500	.079	97.985
55	EVENT_MOVE	473	.075	98.059
56	ROUTINE_CHANGE.LOC	473	.075	98.134
57	ROUTINE_LOS.CHECK	473	.075	98.209
58	EVENT_ENGAGEMENT	430	.068	98.276
59	ROUTINE_REQUEST.ILLUM	430	.068	98.344
60	ROUTINE_REM.EFFECTS.COMPUTATION	411	.065	98.409
61	PROCESS_FIRE.MISSION	400	.063	98.472
62	ROUTINE_BTRY.FM.ENQ	400	.063	98.535
63	ROUTINE_FA.BN.MOVEMENT	399	.063	98.598
64	ROUTINE_FDC.TR.DEQ	399	.063	98.661
65	ROUTINE_FINISH.COMPUTATION	399	.063	98.724
66	FUNCTION_ICM.WLA	384	.061	98.785
67	ROUTINE_BTRY.FM.DEQ	379	.060	98.845
68	ROUTINE_SEGMENT.ADJUST	341	.054	98.899
69	ROUTINE_CFR.DETECTION	339	.054	98.952
70	ROUTINE_POSITION	326	.051	99.004
71	FUNCTION_EST.TR.RANGE	301	.048	99.051
72	ROUTINE_PROXIMITY.REQ	301	.048	99.099
73	ROUTINE_COMPUTE.WD	298	.047	99.146
74	ROUTINE_BTRY.EFFECTS	290	.046	99.191
75	ROUTINE_UNIT.ENVIR	290	.046	99.237
76	ROUTINE_CHECK.PROX	281	.044	99.281
77	ROUTINE_EST.MIL.WORTH	270	.043	99.324
78	ROUTINE_LOCATE.SEARCH.AREA	252	.040	99.364
79	ROUTINE_CFR.DEGRADE	235	.037	99.401
80	ROUTINE_REQUEST.DEF.FASCAM	204	.032	99.433
81	EVENT_CFR.OPERATOR	198	.031	99.464
82	ROUTINE_COMPUTE.D	182	.029	99.493
83	ROUTINE_CHECK.FOR.MINES	179	.028	99.521
84	ROUTINE_CHECK.FORCE	159	.025	99.546
85	ROUTINE_FD.EFFECTS.REQ	159	.025	99.572
86	ROUTINE_COPY	145	.023	99.594
87	ROUTINE_DECIDE	144	.023	99.617
88	PROCESS_WITH.DRAW	140	.022	99.639
89	ROUTINE_PREP.WITHDRAW	140	.022	99.661
90	ROUTINE_REQUEST.WD.FASCAM	140	.022	99.683
91	EVENT_GET.NX.ORD	139	.022	99.705
92	ROUTINE_TERM.CHECK	139	.022	99.727
93	EVENT_PDB.OPERATOR	120	.019	99.746
94	EVENT_STOP.ARTY.MOVEMENT	114	.018	99.764
95	EVENT_ARTY.OCCUPATION	102	.016	99.780
96	EVENT_START.ARTY.MOVEMENT	93	.015	99.795
97	EVENT_START.MOVE	86	.014	99.809
98	ROUTINE_PRED.POS	80	.013	99.821
99	EVENT_ACT.DEF	75	.012	99.833
100	ROUTINE_END.MOVE	66	.010	99.843
101	EVENT_ACT.MOVDIS	55	.009	99.852
102	ROUTINE_DEAD.UNIT	49	.008	99.860
103	ROUTINE_CHECK.DEAD	48	.008	99.867
104	ROUTINE_SWITCH.FO	47	.007	99.875
105	ROUTINE_CREATE.FORCE	46	.007	99.882
106	ROUTINE_UNIT.ASSIGNMENT	46	.007	99.889
107	EVENT_CFR.OFF	41	.006	99.896
108	ROUTINE_HEADING	41	.006	99.902
109	EVENT_CFR.ON	39	.006	99.908
110	ROUTINE_CHECK.LIST	37	.006	99.914
111	ROUTINE_UNIT.PRIORITY	36	.006	99.920
112	ROUTINE_WHAT.NEXT	36	.006	99.926

113	ROUTINE_COMBINE.TRS	35	.006	99.931
114	PROCESS_HOW.REPAIR	32	.005	99.936
115	EVENT_ACT.MOVCOR	31	.005	99.941
116	ROUTINE_EXPONENTIAL.F	29	.005	99.946
117	ROUTINE_CHECK_STREN	26	.004	99.950
118	ROUTINE_EMPTY	24	.004	99.954
119	EVENT_START.BATTLE	23	.004	99.957
120	ROUTINE_ADJUST	23	.004	99.961
121	ROUTINE_GENERAL.BATTLE	23	.004	99.964
122	ROUTINE_INITIAL.DETECT	23	.004	99.968
123	ROUTINE_INITIAL.MOVE	23	.004	99.972
124	ROUTINE_LINE_OF_SIGHT	23	.004	99.975
125	ROUTINE_ORIENTATION	23	.004	99.979
126	ROUTINE_PROX.POS	21	.003	99.982
127	EVENT_BTL.ENDED	19	.003	99.985
128	ROUTINE_FIN.BATTLE	19	.003	99.988
129	EVENT_ACT_ATK	18	.003	99.991
130	ROUTINE_PGM.MSN.ASGN	18	.003	99.994
131	ROUTINE_PREPARE.LIST	18	.003	99.997
132	ROUTINE_INTER.BATTLE	5	+8.E-04	99.998
133	ROUTINE_INTER.HELO	5	+8.E-04	99.998
134	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+3.E-04	99.999
135	ROUTINE_ATTRIT.SENSOR	2	+3.E-04	99.999
136	ROUTINE_DESTROY.ORD	2	+3.E-04	99.999
137	EVENT_CHANGE.WEATHER	1	+2.E-04	100.000
138	FUNCTION_COLLISION	1	+2.E-04	100.000
139	PROCESS_ARTY.ASSESS	1	+2.E-04	100.000
140	ROUTINE_DQ.CMSN.QUEUE	1	+2.E-04	100.000
141	''PROGRAM''_MAIN	0	0.	100.000
142	EVENT_ACT.REINF	0	0.	100.000
143	EVENT_AD.ENGAGEMENT	0	0.	100.000
144	EVENT_CHANGE.LITE	0	0.	100.000
145	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
146	EVENT_END.SIMULATION	0	0.	100.000
147	EVENT_FEBA.SORTIE	0	0.	100.000
148	EVENT_HC.DEPART.BATTLE	0	0.	100.000
149	EVENT_HELO.ENGAGEMENT	0	0.	100.000
150	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
151	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
152	EVENT_POSITION.REPORT	0	0.	100.000
153	EVENT_SEND.TEAM	0	0.	100.000
154	EVENT_SET.DEBUG	0	0.	100.000
155	FUNCTION_AR.PROB.DETECT	0	0.	100.000
156	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
157	FUNCTION_STAY.TIME	0	0.	100.000
158	PROCESS_AC.ATK.TGT	0	0.	100.000
159	PROCESS_AIR.OBSERVER	0	0.	100.000
160	PROCESS_AIRBORNE.RADAR	0	0.	100.000
161	PROCESS_CAS.MISSION	0	0.	100.000
162	PROCESS_FORWARD.OBSERVER	0	0.	100.000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
164	PROCESS_HC.RETURN.FARRP	0	0.	100.000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER.FIRE	0	0.	100.000
167	PROCESS_MINE.ASSESS	0	0.	100.000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
170	ROUTINE_AC_BOMB.EFFECTS	0	0.	100.000
171	ROUTINE_AC_DF.EFFECTS	0	0.	100.000

172	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO.DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
179	ROUTINE_BLOCK.LOS	0	0.	100.000
180	ROUTINE_BTL.CHECK	0	0.	100.000
181	ROUTINE_BTRY.INPUT	0	0.	100.000
182	ROUTINE_CAT.TU.INPUT	0	0.	100.000
183	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE.TEAMS	0	0.	100.000
185	ROUTINE_DECISION.INPUT	0	0.	100.000
186	ROUTINE_DUST.EFFECTS	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD_MOVDIS	0	0	100.000
232	ROUTINE_ORD_REINF	0	0	100.000
233	ROUTINE_OUTPUT_EXPENDITURES	0	0	100.000
234	ROUTINE_P_E_M_INPUT	0	0	100.000
235	ROUTINE_PGM_INPUT	0	0.	100.000
236	ROUTINE_PIR_DETECTION	0	0.	100.000
237	ROUTINE_PK_INPUT	0	0.	100.000
238	ROUTINE_PLAT_COUNT	0	0	100.000
239	ROUTINE_READ_ORDERS	0	0	100.000
240	ROUTINE_REIN_ARRIVE	0	0	100.000
241	ROUTINE_REPLACE_HC	0	0.	100.000
242	ROUTINE_REQUEST_FASCAM	0	0.	100.000
243	ROUTINE_RESET_FEBA_SECTOR	0	0.	100.000
244	ROUTINE_RPV_DETECTION	0	0.	100.000
245	ROUTINE_RUL_EN_INPUT	0	0.	100.000
246	ROUTINE_SEARCH_COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR_INPUT	0	0.	100.000
248	ROUTINE_SMOKE_COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE_EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE_INPUT	0	0.	100.000
251	ROUTINE_SNAP_R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST_INPUT	0	0.	100.000
254	ROUTINE_SUBM_INPUT	0	0.	100.000
255	ROUTINE_SYS_INPUT	0	0.	100.000
256	ROUTINE_TACAIR_DATA_REPORT	0	0.	100.000
257	ROUTINE_TACAIR_INPUT	0	0.	100.000
258	ROUTINE_TB_INPUT	0	0.	100.000
259	ROUTINE_TBF_INPUT	0	0.	100.000
260	ROUTINE_TR_INPUT	0	0.	100.000
261	ROUTINE_TT_FACTORS_INPUT	0	0.	100.000
262	ROUTINE_TYPE_WEAPON_INPUT	0	0.	100.000
263	ROUTINE_UNIT_INPUT	0	0.	100.000
264	ROUTINE_VIS_INPUT	0	0.	100.000

TOTAL INVOCATIONS = 633623

CPU USAGE FOR SIMULATED HOUR 9. = 1755.64 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 10. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	85229	21.178	21.178
2 ROUTINE_PK.COMPUTE	76812	19.087	40.265
3 ROUTINE_RANGE.COMPUTE	43220	10.739	51.004
4 ROUTINE_PROX.CHECK	41399	10.287	61.291
5 ROUTINE_FRAC.COMPUTE	22448	5.578	66.869
6 ROUTINE_LOCATE_SECTOR	9874	2.454	69.323
7 ROUTINE_JOHNSON.CRITERIA	9522	2.366	71.689
8 ROUTINE_PROB.INF	9522	2.366	74.055
9 ROUTINE_PROB.TIME	9522	2.366	76.421
10 ROUTINE_SEARCH	9522	2.366	78.787
11 ROUTINE_SIZE.ESTIMATE	9084	2.257	81.044
12 ROUTINE_CONTRAST.TO.FREQ	6988	1.736	82.781
13 ROUTINE_FINAL.COVERAGE	6147	1.527	84.308
14 PROCESS_ASSESSMENT	5425	1.348	85.656
15 ROUTINE_PDB.DETECTION	3981	.989	86.645
16 EVENT_PDB.ACTIVATION	2897	.720	87.365
17 FUNCTION_COMBINATIONS	2749	.683	88.048
18 PROCESS_SHOOT.OUT	2625	.652	88.700
19 ROUTINE_MRT.TO.FREQ	2534	.630	89.330
20 ROUTINE_TEMPERATURE.ATTENUATION	2534	.630	89.960
21 ROUTINE_DEQ.FEBA.SET	2191	.544	90.504
22 ROUTINE_ENQ.FEBA.SET	2173	.540	91.044
23 ROUTINE_NOISE.DEGRADE	1987	.494	91.538
24 FUNCTION_EST.RANGE	1805	.449	91.986
25 ROUTINE_VOLLEY	1451	.361	92.347
26 EVENT_CFR ACTIVATION	1446	.359	92.706
27 ROUTINE_OUTPUT.ATTRITION	1361	.338	93.044
28 FUNCTION_HE.WLA	1356	.337	93.381
29 FUNCTION_FEBA.BAND	1253	.311	93.693
30 ROUTINE_NORMAL.F	1171	.291	93.984
31 ROUTINE_CHECK.ENGAGEMENT	1054	.262	94.246
32 ROUTINE_TIME.TO.DETECT	960	.239	94.484
33 ROUTINE_EST.COVERAGE	935	.232	94.716
34 ROUTINE_WEIGHTED.VOLLEYS	935	.232	94.949
35 ROUTINE_GET.TERRAIN	802	.199	95.148
36 EVENT_UPDATE.LOC	799	.199	95.347
37 ROUTINE_TARGET.ANALYSIS	760	.189	95.535
38 ROUTINE_HE.OR.ICM.COMPUTATION	692	.172	95.707
39 ROUTINE_FO.DETECTION	652	.162	95.869
40 ROUTINE_MARGINAL.EFFECTS.ADJ	648	.161	96.030
41 ROUTINE_CHK.COMP.TR	601	.149	96.180
42 ROUTINE_CHK.FD.TR	600	.149	96.329
43 ROUTINE_FA.BN.MOVEMENT	593	.147	96.476
44 ROUTINE_GAMMA.F	590	.147	96.623
45 ROUTINE_WEIBULL.F	573	.142	96.765
46 ROUTINE_FA.BN.ASGN	561	.139	96.905
47 ROUTINE_ANGLE.COMPUTE	509	.126	97.031
48 ROUTINE_MIN.MOVE	489	.122	97.153
49 ROUTINE_COMPARE.TRS	478	.119	97.271
50 PROCESS_FIRE.MISSION	442	.110	97.381
51 ROUTINE_BTRY.FM.ENQ	442	.110	97.491
52 ROUTINE_CFR.DETECTION	436	.108	97.599
53 ROUTINE_TIME.REQ	434	.108	97.707

54	ROUTINE_REM.EFFECTS.COMPUTATION	431	.107	97.814
55	PROCESS_TARGET.REPORT	421	.105	97.919
56	ROUTINE_FDC.TR.DEQ	415	.103	98.022
57	ROUTINE_FINISH.COMPUTATION	415	.103	98.125
58	ROUTINE_BTRY.FM.DEQ	403	.100	98.225
59	FUNCTION_ICM.WLA	397	.099	98.324
60	ROUTINE_FDC.TR.ENQ	393	.098	98.422
61	ROUTINE_BTRY.EFFECTS	328	.082	98.503
62	ROUTINE_UNIT.ENVIR	327	.081	98.584
63	ROUTINE_CFR.DEGRADE	292	.073	98.657
64	ROUTINE_CHANGE.LOC	289	.072	98.729
65	ROUTINE_LOS.CHECK	289	.072	98.801
66	EVENT_CFR.OPERATOR	254	.063	98.864
67	ROUTINE_EST.MIL.WORTH	242	.060	98.924
68	ROUTINE_COMPUTE.D	229	.057	98.981
69	ROUTINE_CAS.EVAL	199	.049	99.030
70	ROUTINE_CHECK.PROX	193	.048	99.078
71	ROUTINE_REQUEST.SMOKE	190	.047	99.125
72	EVENT_ENGAGEMENT	157	.039	99.164
73	ROUTINE_REQUEST.ILLUM	157	.039	99.203
74	ROUTINE_FD.EFFECTS.REQ	150	.037	99.241
75	ROUTINE_CHECK.FOR.MINES	146	.036	99.277
76	EVENT_MOVE	142	.035	99.312
77	ROUTINE_NEW.SEGMENT	132	.033	99.345
78	ROUTINE_COPY	129	.032	99.377
79	ROUTINE_SEGMENT.ADJUST	128	.032	99.409
80	FUNCTION_EST.TR.RANGE	123	.031	99.439
81	ROUTINE_LOCATE.SEARCH.AREA	123	.031	99.470
82	ROUTINE_PROXIMITY.REQ	123	.031	99.501
83	EVENT_PDB.OPERATOR	120	.030	99.530
84	EVENT_ARTY.OCCUPATION	111	.028	99.558
85	ROUTINE_POSITION	110	.027	99.585
86	EVENT_STOP.ARTY.MOVEMENT	103	.026	99.611
87	EVENT_START.ARTY.MOVEMENT	93	.023	99.634
88	EVENT_GET.NX.ORD	85	.021	99.655
89	ROUTINE_REQUEST.DEF.FASCAM	82	.020	99.675
90	ROUTINE_COMPUTE.WD	66	.016	99.692
91	EVENT_START.MOVE	53	.013	99.705
92	ROUTINE_EXPONENTIAL.F	47	.012	99.717
93	ROUTINE_CREATE.FORCE	42	.010	99.727
94	ROUTINE_UNIT.ASSIGNMENT	42	.010	99.738
95	EVENT_CFR.OFF	41	.010	99.748
96	EVENT_CFR.ON	41	.010	99.758
97	PROCESS_HOW.REPAIR	41	.010	99.768
98	ROUTINE_SWITCH.FO	39	.010	99.778
99	EVENT_ACT.DEF	37	.009	99.787
100	EVENT_ACT.MOVCOR	37	.009	99.796
101	ROUTINE_CHECK.DEAD	36	.009	99.805
102	ROUTINE_CHECK.FORCE	34	.008	99.814
103	ROUTINE_DECIDE	34	.008	99.822
104	ROUTINE_END.MOVE	34	.008	99.831
105	PROCESS_WITH.DRAW	33	.008	99.839
106	ROUTINE_PREP.WITHDRAW	33	.008	99.847
107	ROUTINE_REQUEST.WD.FASCAM	33	.008	99.855
108	ROUTINE_TERM.CHECK	33	.008	99.863
109	ROUTINE_UNIT.PRIORITY	32	.008	99.871
110	ROUTINE_CHECK.LIST	28	.007	99.878
111	ROUTINE_BLOCK.LOS	26	.006	99.885
112	ROUTINE_DUST.EFFECTS	26	.006	99.891

113	ROUTINE_WHAT.NEXT	24	.006	99.897
114	ROUTINE_CHECK.SIREN	23	.006	99.903
115	ROUTINE_HEADING	23	.006	99.909
116	EVENT_START.BATTLE	21	.005	99.914
117	ROUTINE_ADJUST	21	.005	99.919
118	ROUTINE_COMBINE.TRS	21	.005	99.924
119	ROUTINE_GENERAL.BATTLE	21	.005	99.929
120	ROUTINE_INITIAL.DETECT	21	.005	99.935
121	ROUTINE_INITIAL.MOVE	21	.005	99.940
122	ROUTINE_LINE.OF.SIGHT	21	.005	99.945
123	ROUTINE_ORIENTATION	21	.005	99.950
124	ROUTINE_PRED.POS	20	.005	99.955
125	ROUTINE_EMPTY	18	.004	99.960
126	ROUTINE_PGM.MSN.ASGN	18	.004	99.964
127	ROUTINE_PROX.POS	18	.004	99.969
128	EVENT_ACT.ATK	16	.004	99.973
129	EVENT_ACT.MOVDIS	16	.004	99.977
130	ROUTINE_PREPARE.LIST	16	.004	99.981
131	ROUTINE_DEAD.UNIT	15	.004	99.984
132	EVENT_BTL.ENDED	13	.003	99.988
133	ROUTINE_FIN.BATTLE	13	.003	99.991
134	ROUTINE_ATTRIT.SENSOR	12	.003	99.994
135	PROCESS_ARTY.ASSESS	7	.002	99.996
136	ROUTINE_INTER.BATTLE	5	.001	99.997
137	ROUTINE_INTER.HELO	5	.001	99.998
138	ROUTINE_DESTROY.ORD	4	.001	99.999
139	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+5.E-04	100.000
140	FUNCTION_COLLISION	1	+2.E-04	100.000
141	ROUTINE_RESET.FEBA.SECTOR	1	+2.E-04	100.000
142	''PROGRAM''_MAIN	0	0.	100.000
143	EVENT_ACT.REINF	0	0.	100.000
144	EVENT_AD.ENGAGEMENT	0	0.	100.000
145	EVENT_CHANGE.LITE	0	0.	100.000
146	EVENT_CHANGE.WEATHER	0	0.	100.000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
148	EVENT_END.SIMULATION	0	0.	100.000
149	EVENT_FEBA.SORTIE	0	0.	100.000
150	EVENT_HC.DEPART.BATTLE	0	0.	100.000
151	EVENT_HELO.ENGAGEMENT	0	0.	100.000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
154	EVENT_POSITION.REPORT	0	0.	100.000
155	EVENT_SEND.TEAM	0	0.	100.000
156	EVENT_SET.DEBUG	0	0.	100.000
157	FUNCTION_AR.PROB.DETECT	0	0.	100.000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
159	FUNCTION_STAY.TIME	0	0.	100.000
160	PROCESS_AC.ATK.TGT	0	0.	100.000
161	PROCESS_AIR.OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE.RADAR	0	0.	100.000
163	PROCESS_CAS.MISSION	0	0.	100.000
164	PROCESS_FORWARD.OBSERVER	0	0.	100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
166	PROCESS_HC.RETURN.FARRP	0	0.	100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER.FIRE	0	0.	100.000
169	PROCESS_MINE.ASSESS	0	0.	100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000

172	ROUTINE_AC_BOMB_EFFECTS	0	0.	100.000
173	ROUTINE_AC_DF_EFFECTS	0	0.	100.000
174	ROUTINE_AC_MUNS_INPUT	0	0.	100.000
175	ROUTINE_AD_SHOOT	0	0	100.000
176	ROUTINE_AMMO_RPT	0	0.	100.000
177	ROUTINE_ANALYSIS_OUTPUT	0	0	100.000
178	ROUTINE_AO_DETECTION	0	0.	100.000
179	ROUTINE_AR_DETECTION	0	0.	100.000
180	ROUTINE_BETWEEN_ROUTINE	0	0.	100.000
181	ROUTINE_BTL_CHECK	0	0.	100.000
182	ROUTINE_BTRY_INPUT	0	0.	100.000
183	ROUTINE_CAT_TU_INPUT	0	0.	100.000
184	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE_TEAMS	0	0.	100.000
186	ROUTINE_DECISION_INPUT	0	0.	100.000
187	ROUTINE_DQ_CMSN_QUEUE	0	0.	100.000
188	ROUTINE_EMPLOY_HELICOPTERS	0	0.	100.000
189	ROUTINE_END_CAS_MISSION	0	0.	100.000
190	ROUTINE_EQ_TE_INPUT	0	0.	100.000
191	ROUTINE_ERROR_STOP	0	0.	100.000
192	ROUTINE_FARRP_CHECK	0	0.	100.000
193	ROUTINE_FARRP_INPUT	0	0.	100.000
194	ROUTINE_FASCAM_COMPUTATION	0	0.	100.000
195	ROUTINE_FBN_FD_INPUT	0	0.	100.000
196	ROUTINE_FEBA_INITIAL	0	0.	100.000
197	ROUTINE_FILE_FD_SCHD	0	0.	100.000
198	ROUTINE_FILE_KAD_SENSOR	0	0.	100.000
199	ROUTINE_FIND_START_TIME	0	0.	100.000
200	ROUTINE_FLIGHT_PATH	0	0.	100.000
201	ROUTINE_FORM_TF_LIST	0	0.	100.000
202	ROUTINE_FORPOSITION_OUT	0	0.	100.000
203	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.000
204	ROUTINE_HC_DISENGAGE	0	0.	100.000
205	ROUTINE_HC_EMPTY	0	0.	100.000
206	ROUTINE_HE_LA_INPUT	0	0.	100.000
207	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM_COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM_EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM_INPUT	0	0.	100.000
211	ROUTINE_INIT_REINF	0	0.	100.000
212	ROUTINE_KV_INPUT	0	0.	100.000
213	ROUTINE_KV_PRINT	0	0.	100.000
214	ROUTINE_KV_SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE_CIRCLE	0	0.	100.000
216	ROUTINE_MADS_INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO_INPUT	0	0.	100.000
221	ROUTINE_MCFR_INPUT	0	0.	100.000
222	ROUTINE_MFO_INPUT	0	0.	100.000
223	ROUTINE_MINE_DELAY	0	0.	100.000
224	ROUTINE_MINE_EFFECTS	0	0.	100.000
225	ROUTINE_MINE_INPUT	0	0.	100.000
226	ROUTINE_MPDB_INPUT	0	0.	100.000
227	ROUTINE_MUNS_INPUT	0	0.	100.000
228	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0.	100.000
229	ROUTINE_ORD_ATK	0	0.	100.000
230	ROUTINE_ORD_DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 402440

CPU USAGE FOR SIMULATED HOUR 10. = 1181.04 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 11. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	86257	24.408	24.408
2 ROUTINE_PK.COMPUTE	61231	17.327	41.735
3 ROUTINE_RANGE.COMPUTE	33693	9.534	51.269
4 ROUTINE_PROX.CHECK	32296	9.139	60.407
5 ROUTINE_FRAC.COMPUTE	26532	7.508	67.915
6 ROUTINE_SIZE.ESTIMATE	10778	3.050	70.965
7 ROUTINE_LOCATE.SECTOR	8423	2.383	73.349
8 ROUTINE_FINAL.COVERAGE	7170	2.029	75.377
9 ROUTINE_JOHNSON.CRITERIA	5486	1.552	76.930
10 ROUTINE_PROB.INF	5486	1.552	78.482
11 ROUTINE_PROB.TIMF	5486	1.552	80.035
12 ROUTINE_SEARCH	5486	1.552	81.587
13 ROUTINE_PDB.DETECTION	4328	1.225	82.812
14 ROUTINE_CONTRAST.TO.FREQ	4076	1.153	83.965
15 FUNCTION_COMBINATIONS	3283	.929	84.894
16 EVENT_PDB.ACTIVATION	3276	.927	85.821
17 PROCESS_ASSESSMENT	3145	.890	86.711
18 FUNCTION_EST.RANGE	2230	.631	87.342
19 ROUTINE_NOISE.DEGRADE	2167	.613	87.955
20 PROCESS_SHOOT.OUT	1860	.526	88.481
21 FUNCTION_HE.WLA	1784	.505	88.986
22 ROUTINE_NORMAL.F	1727	.489	89.475
23 EVENT_CFR.ACTIVATION	1637	.463	89.938
24 ROUTINE_VOLLEY	1636	.463	90.401
25 ROUTINE_OUTPUT.ATTRITION	1605	.454	90.855
26 ROUTINE_DEQ.FEBA.SET	1595	.451	91.307
27 ROUTINE_ENQ.FEBA.SET	1579	.447	91.753
28 FUNCTION_FEBA.BAND	1535	.434	92.188
29 ROUTINE_MRT.TO.FREQ	1410	.399	92.587
30 ROUTINE_TEMPERATURE.ATTENUATION	1410	.399	92.986
31 ROUTINE_EST.COVERAGE	1176	.333	93.319
32 ROUTINE_WEIGHTED.VOLLEYS	1176	.333	93.651
33 ROUTINE_CHECK.ENGAGEMENT	947	.268	93.919
34 ROUTINE_HE.OR.ICM.COMPUTATION	915	.259	94.178
35 ROUTINE_GET.TERRAIN	865	.245	94.423
36 ROUTINE_MARGINAL.EFFECTS.ADJ	863	.244	94.667
37 ROUTINE_TARGET.ANALYSIS	847	.240	94.907
38 ROUTINE_COMPARE.TRS	695	.197	95.103
39 ROUTINE_CHK.COMP.TR	646	.183	95.286
40 ROUTINE_CHK.FD.TR	645	.183	95.469
41 ROUTINE_CFR.DETECTION	623	.176	95.645
42 ROUTINE_FA.BN.ASGN	620	.175	95.821
43 ROUTINE_TIME.TO.DETECT	605	.171	95.992
44 EVENT_UPDATE.LOC	575	.163	96.154
45 ROUTINE_TIME.REQ	562	.159	96.313
46 ROUTINE_FO.DETECTION	543	.154	96.467
47 ROUTINE_WEIBULL.F	498	.141	96.608
48 ROUTINE_GAMMA.F	496	.140	96.748
49 ROUTINE_BTRY.FM.DEQ	484	.137	96.885
50 ROUTINE_REM.EFFECTS.COMPUTATION	482	.136	97.022
51 PROCESS_FIRE.MISSION	478	.135	97.157
52 ROUTINE_BTRY.FM.ENQ	478	.135	97.292
53 ROUTINE_FDC.TR.DEQ	452	.128	97.420

54	ROUTINE_FINISH.COMPUTATION	452	.128	97.548
55	PROCESS_TARGET.REPORT	451	.128	97.676
56	ROUTINE_MIN.MOVE	445	.126	97.802
57	FUNCTION_ICM.WLA	437	.124	97.925
58	ROUTINE_FDC.TR.ENQ	422	.119	98.045
59	ROUTINE_FA.BN.MOVEMENT	374	.106	98.151
60	ROUTINE_BTRY.EFFECTS	367	.104	98.254
61	ROUTINE_UNIT.ENVIR	367	.104	98.358
62	ROUTINE_ANGLE.COMPUTE	352	.100	98.458
63	ROUTINE_CFR.DEGRADE	343	.097	98.555
64	ROUTINE_CHANGE.LOC	284	.080	98.635
65	ROUTINE_LOS.CHECK	284	.080	98.716
66	EVENT_CFR.OPERATOR	276	.078	98.794
67	ROUTINE_EST.MIL.WORTH	257	.073	98.866
68	ROUTINE_DUST.EFFECTS	248	.070	98.937
69	ROUTINE_COMPUTE.D	235	.066	99.003
70	ROUTINE_FD.EFFECTS.REQ	170	.048	99.051
71	ROUTINE_CHECK.PROX	140	.040	99.091
72	ROUTINE_COPY	134	.038	99.129
73	ROUTINE_REQUEST.SMOKE	132	.037	99.166
74	ROUTINE_CHECK.FOR.MINES	127	.036	99.202
75	FUNCTION_EST.TR.RANGE	123	.035	99.237
76	ROUTINE_PROXIMITY.REQ	123	.035	99.272
77	EVENT_MOVE	122	.035	99.306
78	EVENT_PDB.OPERATOR	120	.034	99.340
79	ROUTINE_SEGMENT.ADJUST	117	.033	99.373
80	ROUTINE_NEW.SEGMENT	110	.031	99.404
81	EVENT_ENGAGEMENT	104	.029	99.434
82	ROUTINE_REQUEST.ILLUM	104	.029	99.463
83	ROUTINE_LOCATE.SEARCH.AREA	100	.028	99.492
84	EVENT_STOP.ARTY.MOVEMENT	99	.028	99.520
85	ROUTINE_POSITION	98	.028	99.547
86	EVENT_ARTY.OCCUPATION	95	.027	99.574
87	ROUTINE_BLOCK.LOS	94	.027	99.601
88	ROUTINE_CAS.EVAL	94	.027	99.627
89	EVENT_START.ARTY.MOVEMENT	91	.026	99.653
90	EVENT_GET.NX.ORD	79	.022	99.675
91	ROUTINE_REQUEST.DEF.FASCAM	62	.018	99.693
92	ROUTINE_COMPUTE.WD	53	.015	99.708
93	PROCESS_HOW.REPAIR	52	.015	99.723
94	EVENT_CFR.ON	43	.012	99.735
95	EVENT_ACT.DEF	41	.012	99.746
96	EVENT_CFR.OFF	41	.012	99.758
97	EVENT_START.MOVE	36	.010	99.768
98	ROUTINE_CHECK.DEAD	36	.010	99.778
99	ROUTINE_EXPONENTIAL.F	36	.010	99.789
100	ROUTINE_DECIDE	34	.010	99.798
101	ROUTINE_SWITCH.FO	33	.009	99.808
102	ROUTINE_CREATE.FORCE	30	.008	99.816
103	ROUTINE_UNIT.ASSIGNMENT	30	.008	99.825
104	EVENT_ACT.MOVCOR	29	.008	99.833
105	PROCESS_WITH.DRAW	28	.008	99.841
106	ROUTINE_CHECK.FORCE	28	.008	99.849
107	ROUTINE_PREP.WITHDRAW	28	.008	99.857
108	ROUTINE_REQUEST.WD.FASCAM	28	.008	99.864
109	ROUTINE_WHAT.NEXT	28	.008	99.872
110	ROUTINE_END.MOVE	27	.008	99.880
111	ROUTINE_TERM.CHECK	27	.008	99.888
112	ROUTINE_PGM.MSN.ASGN	26	.007	99.895

113	ROUTINE_COMBINE_TRS	25	.007	99.902
114	ROUTINE_PRED_POS	25	.007	99.909
115	PROCESS_ARTY_ASSESS	24	.007	99.916
116	ROUTINE_UNIT_PRIORITY	22	.006	99.922
117	ROUTINE_HEADING	20	.006	99.928
118	ROUTINE_CHECK_LIST	18	.005	99.933
119	ROUTINE_EMPTY	18	.005	99.938
120	ROUTINE_CHECK_STREN	16	.005	99.943
121	EVENT_START_BATTLE	15	.004	99.947
122	ROUTINE_ADJUST	15	.004	99.951
123	ROUTINE_GENERAL_BATTLE	15	.004	99.955
124	ROUTINE_INITIAL_DETECT	15	.004	99.960
125	ROUTINE_INITIAL_MOVE	15	.004	99.964
126	ROUTINE_LINE_OF_SIGHT	15	.004	99.968
127	ROUTINE_ORIENTATION	15	.004	99.972
128	EVENT_BTL_ENDED	14	.004	99.976
129	ROUTINE_FIN_BATTLE	14	.004	99.980
130	ROUTINE_PROX_POS	12	.003	99.984
131	EVENT_ACT_ATK	11	.003	99.987
132	ROUTINE_PREPARE_LIST	11	.003	99.990
133	EVENT_ACT_MOVDIS	7	.002	99.992
134	ROUTINE_ATTRIT_SENSOR	7	.002	99.994
135	ROUTINE_DEAD_UNIT	7	.002	99.996
136	ROUTINE_INTER_BATTLE	4	.001	99.997
137	ROUTINE_INTER_HELO	4	.001	99.998
138	EVENT_SCHEDULE_ARTY_MOVEMENT	2	+6 E-04	99.999
139	FUNCTION_COLLISION	2	+6.E-04	99.999
140	ROUTINE_DESTROY_ORD	2	+6.E-04	100.000
141	ROUTINE_RESET_FEBA_SECTOR	1	+3.E-04	100.000
142	''PROGRAM''_MAIN	0	0.	100.000
143	EVENT_ACT_REINF	0	0.	100.000
144	EVENT_AD_ENGAGEMENT	0	0.	100.000
145	EVENT_CHANGE_LITE	0	0.	100.000
146	EVENT_CHANGE_WEATHER	0	0.	100.000
147	EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.000
148	EVENT_END_SIMULATION	0	0.	100.000
149	EVENT_FEBA_SORTIE	0	0.	100.000
150	EVENT_HC_DEPART_BATTLE	0	0.	100.000
151	EVENT_HELO_ENGAGEMENT	0	0.	100.000
152	EVENT_INIT_PREPLAN_CAS	0	0.	100.000
153	EVENT_OFF_LINE_ATTRITION	0	0.	100.000
154	EVENT_POSITION_REPORT	0	0.	100.000
155	EVENT_SEND_TEAM	0	0.	100.000
156	EVENT_SET_DEBUG	0	0.	100.000
157	FUNCTION_AR_PROB_DETECT	0	0.	100.000
158	FUNCTION_BTRY_AVAILABLE	0	0.	100.000
159	FUNCTION_STAY_TIME	0	0.	100.000
160	PROCESS_AC_ATK_TGT	0	0.	100.000
161	PROCESS_AIR_OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE_RADAR	0	0.	100.000
163	PROCESS_CAS_MISSION	0	0.	100.000
164	PROCESS_FORWARD_OBSERVER	0	0.	100.000
165	PROCESS_HC_ARRIVE_BATTLE	0	0.	100.000
166	PROCESS_HC_RETURN_FARRP	0	0.	100.000
167	PROCESS_HEL_TARGET_ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER_FIRE	0	0.	100.000
169	PROCESS_MINE_ASSESS	0	0.	100.000
170	PROCESS_PHOTO_IR_FLIGHT	0	0.	100.000
171	PROCESS_REMOTE_PILOT_VEHICLE	0	0.	100.000

172	ROUTINE_AC BOMB EFFECTS	0	0	100.000
173	ROUTINE_AC DF EFFECTS	0	0.	100.000
174	ROUTINE_AC MUNS.INPUT	0	0	100.000
175	ROUTINE_AD SHOOT	0	0	100.000
176	ROUTINE AMMO RPT	0	0	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
178	ROUTINE_AO DETECTION	0	0.	100.000
179	ROUTINE_AR.DETECTION	0	0	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD_MOVCOR	0	0.	100.000
232	ROUTINE_ORD_MOVDIS	0	0	100.000
233	ROUTINE_ORD_REINF	0	0	100.000
234	ROUTINE_OUTPUT_EXPENDITURES	0	0.	100.000
235	ROUTINE_P_E_M_INPUT	0	0.	100.000
236	ROUTINE_PGM_INPUT	0	0.	100.000
237	ROUTINE_PIR_DETECTION	0	0.	100.000
238	ROUTINE_PK_INPUT	0	0.	100.000
239	ROUTINE_PLAT_COUNT	0	0.	100.000
240	ROUTINE_READ_ORDERS	0	0.	100.000
241	ROUTINE_REIN_ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE_HC	0	0.	100.000
243	ROUTINE_REQUEST_FASCAM	0	0.	100.000
244	ROUTINE_RPV_DETECTION	0	0.	100.000
245	ROUTINE_RUL_EN_INPUT	0	0.	100.000
246	ROUTINE_SEARCH_COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR_INPUT	0		100.000
248	ROUTINE_SMOKE_COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE_EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE_INPUT	0	0.	100.000
251	ROUTINE_SNAP_R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST_INPUT	0	0.	100.000
254	ROUTINE_SUBM_INPUT	0	0.	100.000
255	ROUTINE_SYS_INPUT	0	0.	100.000
256	ROUTINE_TACAIR_DATA_REPORT	0	0.	100.000
257	ROUTINE_TACAIR_INPUT	0	0.	100.000
258	ROUTINE_TB_INPUT	0	0.	100.000
259	ROUTINE_TBF_INPUT	0	0.	100.000
260	ROUTINE_TR_INPUT	0	0.	100.000
261	ROUTINE_TT_FACTORS_INPUT	0	0.	100.000
262	ROUTINE_TYPE_WEAPON_INPUT	0	0.	100.000
263	ROUTINE_UNIT_INPUT	0	0.	100.000
264	ROUTINE_VIS_INPUT	0	0.	100.000

TOTAL INVOCATIONS = 353395

CPU USAGE FOR SIMULATED HOUR 11 = 950.67 SECONDS

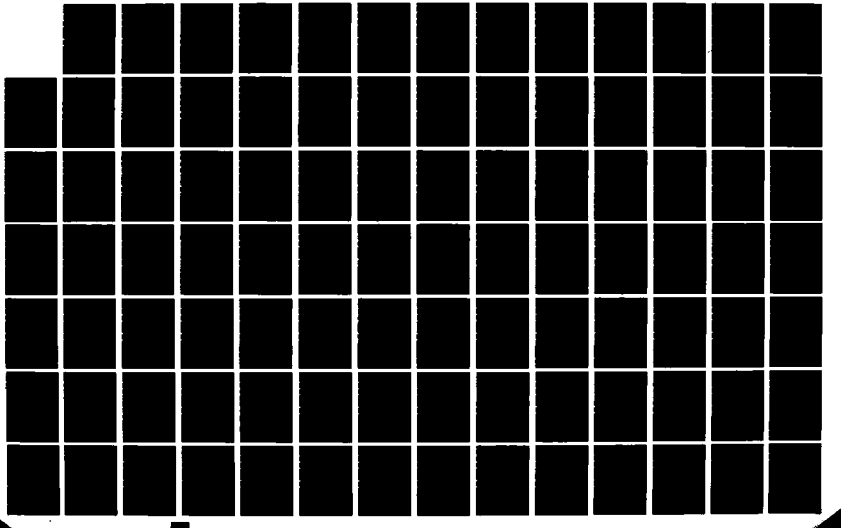
COSAGE HOURLY INVOCATION REPORT

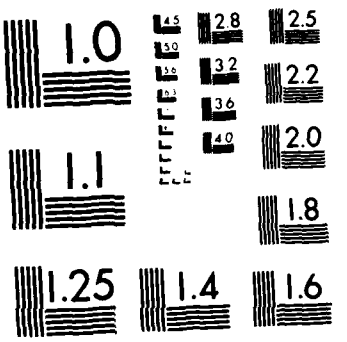
AT SIMULATED TIME 12. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK COMPUTE	93962	15.036	15.036
2 ROUTINE_RANGE.COMPUTE	62210	9.955	24.991
3 FUNCTION_ACT RANGE	60472	9.677	34.668
4 ROUTINE_PROX.CHECK	49989	7.999	42.667
5 ROUTINE_JOHNSON.CRITERIA	43128	6.901	49.568
6 ROUTINE_PROB INF	43128	6.901	56.470
7 ROUTINE_PROB.TIME	43128	6.901	63.371
8 ROUTINE_SEARCH	43128	6.901	70.272
9 ROUTINE_CONTRAST.TO.FREQ	38437	6.151	76.423
10 ROUTINE_FRAC.COMPUTE	24128	3.861	80.284
11 ROUTINE_LOCATE.SECTOR	11444	1.831	82.115
12 ROUTINE_SIZE ESTIMATE	10300	1.648	83.763
13 ROUTINE_TIME TO DETECT	8750	1.400	85.164
14 ROUTINE_CHECK ENGAGEMENT	7708	1.233	86.397
15 ROUTINE_FINAL.COVERAGE	5975	.956	87.353
16 PROCESS_ASSESSMENT	5645	.903	88.257
17 ROUTINE_MRT.TO.FREQ	4691	.751	89.007
18 ROUTINE_TEMPERATURE.ATTENUATION	4691	.751	89.758
19 ROUTINE_DEQ.FEBA.SET	3618	.579	90.337
20 ROUTINE_ENQ.FEBA.SET	3614	.578	90.915
21 FUNCTION_COMBINATIONS	3558	.569	91.484
22 ROUTINE_PDB.DETECTION	3418	.547	92.031
23 PROCESS_SHOOT.OUT	3374	.540	92.571
24 ROUTINE_MIN.MOVE	3334	.534	93.105
25 EVENT_PDB.ACTIVATION	2524	.404	93.509
26 ROUTINE_CHANGE.LOC	2373	.380	93.888
27 ROUTINE_LOS.CHECK	2373	.380	94.268
28 ROUTINE_COMPUTE.D	2313	.370	94.638
29 ROUTINE_NORMAL.F	2117	.339	94.977
30 FUNCTION_EST.RANGE	1960	.314	95.291
31 ROUTINE_NOISE.DEGRADE	1710	.274	95.564
32 FUNCTION_HE.WLA	1483	.237	95.802
33 ROUTINE_OUTPUT.ATTRITION	1335	.214	96.015
34 FUNCTION_FEBA.BAND	1323	.212	96.227
35 EVENT_CFR.ACTIVATION	1264	.202	96.429
36 ROUTINE_VOLLEY	1261	.202	96.631
37 ROUTINE_EST.COVERAGE	1013	.162	96.793
38 ROUTINE_WEIGHTED.VOLLEYS	1013	.162	96.955
39 ROUTINE_TARGET.ANALYSIS	799	.128	97.083
40 ROUTINE_HE.OR.ICM.COMPUTATION	763	.122	97.205
41 ROUTINE_MARGINAL.EFFECTS.ADJ	749	.120	97.325
42 ROUTINE_GET.TERRAIN	701	.112	97.437
43 ROUTINE_WEIBULL.F	668	.107	97.544
44 ROUTINE_CHK.COMP.TR	614	.098	97.642
45 ROUTINE_CHK.FD.TR	614	.098	97.741
46 ROUTINE_COMPARE.TRS	604	.097	97.837
47 ROUTINE_FO.DETECTION	601	.096	97.933
48 ROUTINE_FA.BN.ASGN	560	.090	98.023
49 ROUTINE_BLOCK.LOS	542	.087	98.110
50 ROUTINE_DUST.EFFECTS	540	.086	98.196
51 ROUTINE_TIME.REQ	518	.083	98.279
52 ROUTINE_CFR.DETECTION	509	.081	98.361
53 ROUTINE_ANGLE.COMPUTE	486	.078	98.438

54	PROCESS_TARGET_REPORT	429	.069	98	507
55	ROUTINE_FDC_TR_ENQ	403	.064	98	571
56	FUNCTION_ICM_WLA	389	.062	98	634
57	PROCESS_FIRE_MISSION	389	.062	98	696
58	ROUTINE_BTRY_FM_DEQ	389	.062	98	758
59	ROUTINE_BTRY_FM_ENQ	389	.062	98	820
60	ROUTINE_REM_EFFECTS_COMPUTATION	386	.062	98	882
61	ROUTINE_FDC_TR_DEQ	366	.059	98	941
62	ROUTINE_FINISH_COMPUTATION	366	.059	98	999
63	EVENT_UPDATE_LOC	355	.057	99	056
64	ROUTINE_GAMMA_F	320	.051	99	107
65	ROUTINE_CFR_DEGRADE	319	.051	99	158
66	ROUTINE_BTRY_EFFECTS	290	.046	99	205
67	ROUTINE_FA_BN_MOVEMENT	290	.046	99	251
68	ROUTINE_UNIT_ENVIR	290	.046	99	298
69	ROUTINE_SEGMENT_ADJUST	256	.041	99	339
70	EVENT_CFR_OPERATOR	251	.040	99	379
71	ROUTINE_POSITION	220	.035	99	414
72	ROUTINE_EST_MIL_WORTH	209	.033	99	447
73	ROUTINE_NEW_SEGMENT	199	.032	99	479
74	ROUTINE_CAS_EVAL	188	.030	99	509
75	ROUTINE_REQUEST_SMOKE	183	.029	99	539
76	EVENT_ENGAGEMENT	160	.026	99	564
77	ROUTINE_REQUEST_ILLUM	160	.026	99	590
78	EVENT_MOVE	153	.024	99	614
79	ROUTINE_FD_EFFECTS_REQ	135	.022	99	636
80	FUNCTION_EST_TR_RANGE	134	.021	99	657
81	ROUTINE_PROXIMITY_REQ	134	.021	99	679
82	ROUTINE_CHECK_PROX	129	.021	99	699
83	ROUTINE_COPY	124	.020	99	719
84	EVENT_PDB_OPERATOR	120	.019	99	739
85	ROUTINE_CHECK_FOR_MINES	119	.019	99	758
86	ROUTINE_REQUEST_DEF_FASCAM	105	.017	99	774
87	EVENT_START_ARTY_MOVEMENT	88	.014	99	788
88	EVENT_ARTY_OCCUPATION	79	.013	99	801
89	EVENT_STOP_ARTY_MOVEMENT	76	.012	99	813
90	ROUTINE_DECIDE	66	.011	99	824
91	ROUTINE_COMPUTE_WD	60	.010	99	833
92	ROUTINE_LOCATE_SEARCH_AREA	59	.009	99	843
93	ROUTINE_PRED_POS	51	.008	99	851
94	PROCESS_HOW_REPAIR	46	.007	99	858
95	EVENT_GET_NX_ORD	44	.007	99	865
96	PROCESS_ARTY_ASSESS	41	.007	99	872
97	EVENT_CFR_OFF	38	.006	99	878
98	ROUTINE_EXPONENTIAL_F	38	.006	99	884
99	EVENT_CFR_ON	37	.006	99	890
100	ROUTINE_CREATE_FORCE	34	.005	99	896
101	ROUTINE_UNIT_ASSIGNMENT	34	.005	99	901
102	ROUTINE_SWITCH_FO	32	.005	99	906
103	EVENT_START_MOVE	31	.005	99	911
104	ROUTINE_CHECK_DEAD	30	.005	99	916
105	ROUTINE_CHECK_FORCE	28	.004	99	920
106	ROUTINE_COMBINE_TRS	26	.004	99	924
107	ROUTINE_HEADING	26	.004	99	929
108	EVENT_ACT_MOVCOR	25	.004	99	933
109	PROCESS_WITH_DRAW	23	.004	99	936
110	ROUTINE_PREP_WITHDRAW	23	.004	99	940
111	ROUTINE_REQUEST_WD_FASCAM	23	.004	99	944
112	ROUTINE_TERM_CHECK	23	.004	99	947

AD-A148 350 COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE GENERATOR) ANALYSIS AND..(U) SCIENCE APPLICATIONS INC LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84 3/5

UNCLASSIFIED MDA903-83-C-0424 F/G 9/2 NL





MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

54	PROCESS_TARGET.REPORT	429	.069	93.507
55	ROUTINE_FDC_TR.ENQ	403	.064	98.571
56	FUNCTION_ICM.WLA	389	.062	98.634
57	PROCESS_FIRE.MISSION	389	.062	98.696
58	ROUTINE_BTRY.FM.DEQ	389	.062	98.758
59	ROUTINE_BTRY.FM.ENQ	389	.062	98.820
60	ROUTINE_REM.EFFECTS.COMPUTATION	386	.062	98.882
61	ROUTINE_FDC.TR.DEQ	366	.059	98.941
62	ROUTINE_FINISH.COMPUTATION	366	.059	98.999
63	EVENT_UPDATE.LOC	355	.057	99.056
64	ROUTINE_GAMMA.F	320	.051	99.107
65	ROUTINE_CFR.DEGRADE	319	.051	99.158
66	ROUTINE_BTRY.EFFECTS	290	.046	99.205
67	ROUTINE_FA.BN.MOVEMENT	290	.046	99.251
68	ROUTINE_UNIT.ENVIR	290	.046	99.298
69	ROUTINE_SEGMENT.ADJUST	256	.041	99.339
70	EVENT_CFR.OPERATOR	251	.040	99.379
71	ROUTINE_POSITION	220	.035	99.414
72	ROUTINE_EST.MIL.WORTH	209	.033	99.447
73	ROUTINE_NEW.SEGMENT	199	.032	99.479
74	ROUTINE_CAS.EVAL	188	.030	99.509
75	ROUTINE_REQUEST.SMOKE	183	.029	99.539
76	EVENT_ENGAGEMENT	160	.026	99.564
77	ROUTINE_REQUEST.ILLUM	160	.026	99.590
78	EVENT_MOVE	153	.024	99.614
79	ROUTINE_FD.EFFECTS.REQ	135	.022	99.636
80	FUNCTION_EST.TR.RANGE	134	.021	99.657
81	ROUTINE_PROXIMITY.REQ	134	.021	99.679
82	ROUTINE_CHECK.PROX	129	.021	99.699
83	ROUTINE_COPY	124	.020	99.719
84	EVENT_PDB.OPERATOR	120	.019	99.739
85	ROUTINE_CHECK.FOR.MINES	119	.019	99.758
86	ROUTINE_REQUEST.DEF.FASCAM	105	.017	99.774
87	EVENT_START.ARTY.MOVEMENT	88	.014	99.788
88	EVENT_ARTY.OCCUPATION	79	.013	99.801
89	EVENT_STOP.ARTY.MOVEMENT	76	.012	99.813
90	ROUTINE_DECIDE	66	.011	99.824
91	ROUTINE_COMPUTE.WD	60	.010	99.833
92	ROUTINE_LOCATE.SEARCH.AREA	59	.009	99.843
93	ROUTINE_PRED.POS	51	.008	99.851
94	PROCESS_HOW.REPAIR	46	.007	99.858
95	EVENT_GET.NX.ORD	44	.007	99.865
96	PROCESS_ARTY.ASSESS	41	.007	99.872
97	EVENT_CFR.OFF	38	.006	99.878
98	ROUTINE_EXPONENTIAL.F	38	.006	99.884
99	EVENT_CFR.ON	37	.006	99.890
100	ROUTINE_CREATE.FORCE	34	.005	99.896
101	ROUTINE_UNIT.ASSIGNMENT	34	.005	99.901
102	ROUTINE_SWITCH.FO	32	.005	99.906
103	EVENT_START.MOVE	31	.005	99.911
104	ROUTINE_CHECK.DEAD	30	.005	99.916
105	ROUTINE_CHECK.FORCE	28	.004	99.920
106	ROUTINE_COMBINE.TRS	26	.004	99.924
107	ROUTINE_HEADING	26	.004	99.929
108	EVENT_ACT.MOVCOR	25	.004	99.933
109	PROCESS_WITH.DRAW	23	.004	99.936
110	ROUTINE_PREP.WITHDRAW	23	.004	99.940
111	ROUTINE_REQUEST.WD.FASCAM	23	.004	99.944
112	ROUTINE_TERM.CHECK	23	.004	99.947

113	ROUTINE_PGM.MSN.ASGN	22	.004	99.951
114	EVENT_ACT.DEF	19	.003	99.954
115	ROUTINE_CHECK.STREN	19	.003	99.957
116	ROUTINE_CHECK.LIST	18	.003	99.960
117	EVENT_START.BATTLE	17	.003	99.963
118	ROUTINE_ADJUST	17	.003	99.965
119	ROUTINE_GENERAL.BATTLE	17	.003	99.968
120	ROUTINE_INITIAL.DETECT	17	.003	99.971
121	ROUTINE_INITIAL.MOVE	17	.003	99.973
122	ROUTINE_LINE.OF.SIGHT	17	.003	99.976
123	ROUTINE_ORIENTATION	17	.003	99.979
124	ROUTINE_UNIT.PRIORITY	16	.003	99.981
125	ROUTINE_EMPTY	15	.002	99.984
126	ROUTINE_WHAT.NEXT	12	.002	99.986
127	ROUTINE_INTER.BATTLE	11	.002	99.988
128	ROUTINE_END.MOVE	10	.002	99.989
129	ROUTINE_INTER.HELO	9	.001	99.991
130	EVENT_ACT.ATK	8	.001	99.992
131	ROUTINE_PREPARE.LIST	8	.001	99.993
132	ROUTINE_PROX.POS	8	.001	99.994
133	EVENT_ACT.MOVDIS	6	+1.E-03	99.995
134	EVENT_BTL.ENDED	6	+1.E-03	99.996
135	ROUTINE_DEAD.UNIT	6	+1.E-03	99.997
136	ROUTINE_FIN.BATTLE	6	+1.E-03	99.998
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+3.E-04	99.999
138	FUNCTION_COLLISION	2	+3.E-04	99.999
139	ROUTINE_DESTROY.ORD	2	+3.E-04	99.999
140	ROUTINE_RESET.FEBA.SECTOR	2	+3.E-04	100.000
141	EVENT_CHANGE.WEATHER	1	+2.E-04	100.000
142	ROUTINE_ATTRIT.SENSOR	1	+2.E-04	100.000
143	ROUTINE_DQ.CMSN.QUEUE	1	+2.E-04	100.000
144	''PROGRAM''_MAIN	0	0.	100.000
145	EVENT_ACT.REINF	0	0.	100.000
146	EVENT_AD.ENGAGEMENT	0	0.	100.000
147	EVENT_CHANGE.LITE	0	0.	100.000
148	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
149	EVENT_END.SIMULATION	0	0.	100.000
150	EVENT_FEBA.SORTIE	0	0.	100.000
151	EVENT_HC.DEPART.BATTLE	0	0.	100.000
152	EVENT_HELO.ENGAGEMENT	0	0.	100.000
153	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
154	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
155	EVENT_POSITION.REPORT	0	0.	100.000
156	EVENT_SEND.TEAM	0	0.	100.000
157	EVENT_SET.DEBUG	0	0.	100.000
158	FUNCTION_AR.PROB.DETECT	0	0.	100.000
159	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
160	FUNCTION_STAY.TIME	0	0.	100.000
161	PROCESS_AC.ATK.TGT	0	0.	100.000
162	PROCESS_AIR.OBSERVER	0	0.	100.000
163	PROCESS_AIRBORNE.RADAR	0	0.	100.000
164	PROCESS_CAS.MISSION	0	0.	100.000
165	PROCESS_FORWARD.OBSERVER	0	0.	100.000
166	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
167	PROCESS_HC.RETURN.FARRP	0	0.	100.000
168	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
169	PROCESS_HELICOPTER.FIRE	0	0.	100.000
170	PROCESS_MINE.ASSESS	0	0.	100.000
171	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000

172	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
173	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
174	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
175	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
176	ROUTINE_AD.SHOOT	0	0.	100.000
177	ROUTINE_AMMO.RPT	0	0.	100.000
178	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
179	ROUTINE_AO.DETECTION	0	0.	100.000
180	ROUTINE_AR.DETECTION	0	0.	100.000
181	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
182	ROUTINE_BTL.CHECK	0	0.	100.000
183	ROUTINE_BTRY.INPUT	0	0.	100.000
184	ROUTINE_CAT.TU.INPUT	0	0.	100.000
185	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
186	ROUTINE_CREATE.TEAMS	0	0.	100.000
187	ROUTINE_DECISION.INPUT	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 624919

CPU USAGE FOR SIMULATED HOUR 12. = 1234.75 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 13.
TOP 264 (100%) INVOKED ROUTINES

		INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	ROUTINE_PK.COMPUTE	82116	17.551	17.551
2	ROUTINE_RANGE.COMPUTE	71245	15.227	32.778
3	FUNCTION_ACT.RANGE	43750	9.351	42.129
4	ROUTINE_PROX.CHECK	43435	9.284	51.413
5	ROUTINE_TIME.TO.DETECT	23738	5.074	56.486
6	ROUTINE_JOHNSON.CRITERIA	18412	3.935	60.422
7	ROUTINE_PROB.INF	18412	3.935	64.357
8	ROUTINE_PROB.TIME	18412	3.935	68.292
9	ROUTINE_SEARCH	18412	3.935	72.227
10	ROUTINE_FRAC.COMPUTE	16336	3.492	75.719
11	ROUTINE_CONTRAST.TO.FREQ	15654	3.346	79.065
12	ROUTINE_LOCATE.SECTOR	10670	2.281	81.345
13	ROUTINE_SIZE.ESTIMATE	10504	2.245	83.590
14	ROUTINE_CHECK.ENGAGEMENT	6952	1.486	85.076
15	PROCESS_ASSESSMENT	4732	1.011	86.088
16	ROUTINE_FINAL.COVERAGE	3960	.846	86.934
17	ROUTINE_DEQ.FEBA.SET	3597	.769	87.703
18	ROUTINE_ENQ.FEBA.SET	3591	.768	88.470
19	PROCESS_SHOOT.OUT	2949	.630	89.101
20	FUNCTION_COMBINATIONS	2868	.613	89.714
21	ROUTINE_MIN.MOVE	2759	.590	90.303
22	ROUTINE_MRT.TO.FREQ	2758	.589	90.893
23	ROUTINE_TEMPERATURE.ATTENUATION	2758	.589	91.482
24	ROUTINE_PDB.DETECTION	2227	.476	91.958
25	ROUTINE_NORMAL.F	1951	.417	92.375
26	ROUTINE_CHANGE.LOC	1810	.387	92.762
27	ROUTINE_LOS.CHECK	1810	.387	93.149
28	ROUTINE_COMPUTE.D	1750	.374	93.523
29	EVENT_PDB.ACTIVATION	1699	.363	93.886
30	FUNCTION_EST.RANGE	1611	.344	94.230
31	ROUTINE_BLOCK.LOS	1370	.293	94.523
32	ROUTINE_FO.DETECTION	1351	.289	94.812
33	ROUTINE_WEIBULL.F	1149	.246	95.058
34	FUNCTION_HE.WLA	1144	.245	95.302
35	ROUTINE_NOISE.DEGRADE	1117	.239	95.541
36	FUNCTION_FEBA.BAND	1051	.225	95.766
37	EVENT_CFR.ACTIVATION	849	.181	95.947
38	ROUTINE_VOLLEY	847	.181	96.128
39	ROUTINE_EST.COVERAGE	827	.177	96.305
40	ROUTINE_WEIGHTED.VOLLEYS	827	.177	96.482
41	ROUTINE_OUTPUT.ATTRITION	726	.155	96.637
42	ROUTINE_TARGET.ANALYSIS	725	.155	96.792
43	ROUTINE_ANGLE.COMPUTE	657	.140	96.932
44	ROUTINE_COMPARE.TRS	634	.136	97.068
45	ROUTINE_DUST.EFFECTS	566	.121	97.189
46	ROUTINE_HE.OR.ICM.COMPUTATION	560	.120	97.308
47	ROUTINE_MARGINAL.EFFECTS.ADJ	557	.119	97.427
48	ROUTINE_CHK.COMP.TR	547	.117	97.544
49	ROUTINE_CHK.FD.TR	547	.117	97.661
50	ROUTINE_GET.TERRAIN	540	.115	97.777
51	ROUTINE_TIME.REQ	518	.111	97.887
52	ROUTINE_FA.BN.ASGN	491	.105	97.992
53	ROUTINE_SEGMENT.ADJUST	445	.095	98.087

54	ROUTINE_FDC.TR.DEQ	439	.094	98.181
55	ROUTINE_FINISH.COMPUTATION	439	.094	98.275
56	PROCESS_TARGET REPORT	392	.084	98.359
57	ROUTINE_FDC.TR.ENQ	376	.080	98.439
58	ROUTINE_NEW.SEGMENT	365	.078	98.517
59	ROUTINE_POSITION	347	.074	98.591
60	FUNCTION_ICM.WLA	326	.070	98.661
61	EVENT_MOVE	324	.069	98.730
62	EVENT_UPDATE.LOC	317	.068	98.798
63	ROUTINE_FA.BN.MOVEMENT	316	.068	98.866
64	ROUTINE_BTRY.FM.DEQ	307	.066	98.931
65	ROUTINE_CFR.DETECTION	300	.064	98.995
66	ROUTINE_REM.EFFECTS.COMPUTATION	272	.058	99.053
67	PROCESS_FIRE.MISSION	265	.057	99.110
68	ROUTINE_BTRY.FM.ENQ	265	.057	99.167
69	ROUTINE_GAMMA.F	236	.050	99.217
70	ROUTINE_BTRY.EFFECTS	207	.044	99.261
71	ROUTINE_UNIT.ENVIR	207	.044	99.306
72	ROUTINE_CFR.DEGRADE	202	.043	99.349
73	EVENT_CFR.OPERATOR	196	.042	99.391
74	ROUTINE_CAS.EVAL	178	.038	99.429
75	ROUTINE_EST.MIL.WORTH	158	.034	99.462
76	ROUTINE_CHECK.PROX	140	.030	99.492
77	ROUTINE_FD.EFFECTS.REQ	140	.030	99.522
78	ROUTINE_CHECK.FOR.MINES	128	.027	99.550
79	ROUTINE_DECIDE	126	.027	99.577
80	FUNCTION_EST.TR.RANGE	121	.026	99.602
81	ROUTINE_PROXIMITY.REQ	121	.026	99.628
82	EVENT_PDB.OPERATOR	120	.026	99.654
83	ROUTINE_COPY	118	.025	99.679
84	EVENT_START.ARTY.MOVEMENT	108	.023	99.702
85	EVENT_ARTY.OCCUPATION	104	.022	99.724
86	EVENT_STOP.ARTY.MOVEMENT	99	.021	99.746
87	ROUTINE_REQUEST.SMOKE	93	.020	99.766
88	EVENT_ENGAGEMENT	79	.017	99.782
89	ROUTINE_REQUEST.ILLUM	79	.017	99.799
90	PROCESS_ARTY.ASSESS	76	.016	99.816
91	ROUTINE_COMPUTE.WD	61	.013	99.829
92	ROUTINE_REQUEST.DEF.FASCAM	61	.013	99.842
93	ROUTINE_PRED.POS	46	.010	99.851
94	EVENT_CFR.OFF	43	.009	99.861
95	EVENT_CFR.ON	43	.009	99.870
96	ROUTINE_HEADING	38	.008	99.878
97	ROUTINE_CHECK.FORCE	37	.008	99.886
98	ROUTINE_LOCATE.SEARCH.AREA	37	.008	99.894
99	PROCESS_HOW.REPAIR	32	.007	99.901
100	ROUTINE_EXPONENTIAL.F	30	.006	99.907
101	ROUTINE_CHECK.DEAD	28	.006	99.913
102	ROUTINE_SWITCH.FO	27	.006	99.919
103	ROUTINE_CREATE.FORCE	26	.006	99.924
104	ROUTINE_UNIT.ASSIGNMENT	26	.006	99.930
105	EVENT_GET.NX.ORD	25	.005	99.935
106	EVENT_START.MOVE	20	.004	99.940
107	EVENT_ACT.MOVCOR	16	.003	99.943
108	PROCESS_WITH.DRAW	14	.003	99.946
109	ROUTINE_EMPTY	14	.003	99.949
110	ROUTINE_PREP.WITHDRAW	14	.003	99.952
111	ROUTINE_REQUEST.WD.FASCAM	14	.003	99.955
112	ROUTINE_TERM.CHECK	14	.003	99.958

113	EVENT_ACT.DEF	13	.003	99.961
114	EVENT_START.BATTLE	13	.003	99.963
115	ROUTINE_ADJUST	13	.003	99.966
116	ROUTINE_CHECK.STREN	13	.003	99.969
117	ROUTINE_GENERAL.BATTLE	13	.003	99.972
118	ROUTINE_INITIAL.DETECT	13	.003	99.975
119	ROUTINE_INITIAL.MOVE	13	.003	99.977
120	ROUTINE_LINE.OF.SIGHT	13	.003	99.980
121	ROUTINE_ORIENTATION	13	.003	99.983
122	ROUTINE_COMBINE.TRS	12	.003	99.985
123	ROUTINE_INTER.BATTLE	11	.002	99.988
124	ROUTINE_INTER.HELO	11	.002	99.990
125	ROUTINE_END.MOVE	8	.002	99.992
126	ROUTINE_WHAT.NEXT	6	.001	99.993
127	EVENT_ACT.MOVDIS	4	+9.E-04	99.994
128	ROUTINE_CHECK.LIST	4	+9.E-04	99.995
129	ROUTINE_DEAD.UNIT	4	+9.E-04	99.996
130	ROUTINE_UNIT.PRIORITY	4	+9.E-04	99.997
131	EVENT_BTL.ENDED	3	+6.E-04	99.997
132	ROUTINE_FIN.BATTLE	3	+6.E-04	99.998
133	EVENT_ACT.ATK	2	+4.E-04	99.998
134	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+4.E-04	99.999
135	ROUTINE_PREPARE.LIST	2	+4.E-04	99.999
136	ROUTINE_PROX.POS	2	+4.E-04	100.000
137	ROUTINE_DESTROY.ORD	1	+2.E-04	100.000
138	ROUTINE_RESET.FEBA.SECTOR	1	+2.E-04	100.000
139	''PROGRAM''_MAIN	0	0.	100.000
140	EVENT_ACT.REINF	0	0.	100.000
141	EVENT_AD.ENGAGEMENT	0	0.	100.000
142	EVENT_CHANGE.LITE	0	0.	100.000
143	EVENT_CHANGE.WEATHER	0	0.	100.000
144	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
145	EVENT_END.SIMULATION	0	0.	100.000
146	EVENT_FEBA.SORTIE	0	0.	100.000
147	EVENT_HC.DEPART.BATTLE	0	0.	100.000
148	EVENT_HELO.ENGAGEMENT	0	0.	100.000
149	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
150	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
151	EVENT_POSITION.REPORT	0	0.	100.000
152	EVENT_SEND.TEAM	0	0.	100.000
153	EVENT_SET.DEBUG	0	0.	100.000
154	FUNCTION_AR.PROB.DETECT	0	0.	100.000
155	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
156	FUNCTION_COLLISION	0	0.	100.000
157	FUNCTION_STAY.TIME	0	0.	100.000
158	PROCESS_AC.ATK.TGT	0	0.	100.000
159	PROCESS_AIR.OBSERVER	0	0.	100.000
160	PROCESS_AIRBORNE.RADAR	0	0.	100.000
161	PROCESS_CAS.MISSION	0	0.	100.000
162	PROCESS_FORWARD.OBSERVER	0	0.	100.000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
164	PROCESS_HC.RETURN.FARRP	0	0.	100.000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER.FIRE	0	0.	100.000
167	PROCESS_MINE.ASSESS	0	0.	100.000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
170	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
171	ROUTINE_AC.DF.EFFECTS	0	0.	100.000

172	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO.DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BTL.CHECK	0	0.	100.000
181	ROUTINE_BTRY.INPUT	0	0.	100.000
182	ROUTINE_CAT.TU.INPUT	0	0.	100.000
183	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE.TEAMS	0	0.	100.000
185	ROUTINE_DECISION.INPUT	0	0.	100.000
186	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 467872

CPU USAGE FOR SIMULATED HOUR 13. = 1028.81 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 14 TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	68129	14.308	14.308
2 ROUTINE_RANGE.COMPUTE	53761	11.291	25.599
3 FUNCTION_ACT.RANGE	52540	11.034	36.634
4 ROUTINE_PROX.CHECK	35912	7.542	44.176
5 ROUTINE_JOHNSON.CRITERIA	29603	6.217	50.393
6 ROUTINE_PROB.INF	29603	6.217	56.610
7 ROUTINE_PROB.TIME	29603	6.217	62.828
8 ROUTINE_SEARCH	29603	6.217	69.045
9 ROUTINE_CONTRAST.TO.FREQ	23626	4.962	74.007
10 ROUTINE_FRAC.COMPUTE	16100	3.381	77.388
11 ROUTINE_TIME.TO.DETECT	12670	2.661	80.049
12 ROUTINE_SIZE.ESTIMATE	9843	2.067	82.116
13 ROUTINE_LOCATE.SECTOR	9150	1.922	84.038
14 ROUTINE_MRT.TO.FREQ	5977	1.255	85.293
15 ROUTINE_TEMPERATURE.ATTENUATION	5977	1.255	86.548
16 ROUTINE_CHECK.ENGAGEMENT	5665	1.190	87.738
17 ROUTINE_FINAL.COVERAGE	4108	.863	88.601
18 PROCESS_SHOOT.OUT	3718	.781	89.382
19 PROCESS_ASSESSMENT	3385	.711	90.093
20 ROUTINE_DEQ.FEBA.SET	2930	.615	90.708
21 ROUTINE_ENQ.FEBA.SET	2909	.611	91.319
22 FUNCTION_COMBINATIONS	2892	.607	91.926
23 ROUTINE_WEIBULL.F	2820	.592	92.519
24 ROUTINE_PDB.DETECTION	2683	.563	93.082
25 EVENT_PDB.ACTIVATION	2011	.422	93.505
26 FUNCTION_EST.RANGE	1723	.362	93.866
27 ROUTINE_FO.DETECTION	1555	.327	94.193
28 ROUTINE_NOISE.DEGRADE	1342	.282	94.475
29 FUNCTION_HE.WLA	1136	.239	94.713
30 FUNCTION_FEBA.BAND	1100	.231	94.944
31 EVENT_CFR.ACTIVATION	1005	.211	95.155
32 ROUTINE_VOLLEY	1005	.211	95.367
33 ROUTINE_NORMAL.F	1002	.210	95.577
34 EVENT_UPDATE.LOC	968	.203	95.780
35 ROUTINE_OUTPUT.ATTRITION	945	.198	95.979
36 ROUTINE_NEW.SEGMENT	851	.179	96.157
37 ROUTINE_EST.COVERAGE	786	.165	96.323
38 ROUTINE_WEIGHTED.VOLLEYS	786	.165	96.488
39 ROUTINE_TARGET.ANALYSIS	688	.144	96.632
40 ROUTINE_HE.OR.ICM.COMPUTATION	633	.133	96.765
41 ROUTINE_MIN.MOVE	590	.124	96.889
42 ROUTINE_COMPARE.TRS	559	.117	97.006
43 ROUTINE_GET.TERRAIN	545	.114	97.121
44 ROUTINE_CHK.COMP.TR	530	.111	97.232
45 ROUTINE_CHK.FD.TR	530	.111	97.343
46 ROUTINE_MARGINAL.EFFECTS.ADJ	519	.109	97.452
47 ROUTINE_FA.BN.ASGN	467	.098	97.551
48 ROUTINE_ANGLE.COMPUTE	460	.097	97.647
49 ROUTINE_TIME.REQ	460	.097	97.744
50 ROUTINE_CHANGE.LOC	457	.096	97.840
51 ROUTINE_LOS.CHECK	457	.096	97.936
52 PROCESS_TARGET.REPORT	375	.079	98.014
53 ROUTINE_FDC.TR.ENQ	364	.076	98.091

	[illegible]FDC.TR.DEQ	358	.075	98.166
	[illegible]FINISH.COMPUTATION	358	.075	98.241
	[illegible]ION_ICM.WLA	357	.075	98.316
	[illegible]UTINE_BLOCK.LOS	344	.072	98.389
58	PROCESS_FIRE.MISSIO[illegible]	340	.071	98.460
59	ROUTINE_BTRY.FM.ENG	340	.071	98.531
60	ROUTINE_REM.EFFECTS COMPUTATION	335	.070	98.602
61	ROUTINE_BTRY.FM.DEQ	327	.069	98.670
62	ROUTINE_CFR.DETECTION	326	.068	98.739
63	ROUTINE_COMPUTE.D	322	.068	98.806
64	EVENT_MOVE	297	.062	98.869
65	ROUTINE_GAMMA.F	296	.062	98.931
66	ROUTINE_SEGMENT.ADJUST	276	.058	98.989
67	ROUTINE_POSITION	274	.058	99.047
68	ROUTINE_REQUEST.SMOKE	269	.056	99.103
69	ROUTINE_FA.BN.MOVEMENT	254	.053	99.156
70	ROUTINE_BTRY.EFFECTS	228	.048	99.204
71	ROUTINE_UNIT.ENVIR	228	.048	99.252
72	EVENT_ENGAGEMENT	226	.047	99.300
73	ROUTINE_REQUEST.ILLUM	226	.047	99.347
74	ROUTINE_CAS.EVAL	202	.042	99.389
75	EVENT_CFR.OPERATOR	195	.041	99.430
76	ROUTINE_CFR.DEGRADE	177	.037	99.468
77	ROUTINE_EST.MIL.WORTH	164	.034	99.502
78	ROUTINE_COMPUTE.WD	135	.028	99.530
79	FUNCTION_EST.TR.RANGE	126	.026	99.557
80	ROUTINE_PROXIMITY.REQ	126	.026	99.583
81	ROUTINE_CHECK.PROX	121	.025	99.609
82	ROUTINE_FD.EFFECTS.REQ	121	.025	99.634
83	EVENT_PDB.OPERATOR	120	.025	99.659
84	ROUTINE_REQUEST.DEF.FASCAM	118	.025	99.684
85	ROUTINE_COPY	114	.024	99.708
86	ROUTINE_CHECK.FOR.MINES	104	.022	99.730
87	EVENT_STOP.ARTY.MOVEMENT	91	.019	99.749
88	EVENT_ARTY.OCCUPATION	81	.017	99.766
89	EVENT_START.ARTY.MOVEMENT	74	.016	99.782
90	ROUTINE_DUST.EFFECTS	74	.016	99.797
91	ROUTINE_DECIDE	70	.015	99.812
92	ROUTINE_LOCATE.SEARCH.AREA	52	.011	99.823
93	EVENT_GET.NX.ORD	48	.010	99.833
94	PROCESS_WITH.DRAW	43	.009	99.842
95	ROUTINE_PREP.WITHDRAW	43	.009	99.851
96	ROUTINE_REQUEST.WD.FASCAM	43	.009	99.860
97	ROUTINE_EXPONENTIAL.F	42	.009	99.869
98	EVENT_CFR.ON	41	.009	99.877
99	ROUTINE_TERM.CHECK	41	.009	99.886
100	EVENT_CFR.OFF	40	.008	99.894
101	PROCESS_HOW.REPAIR	34	.007	99.902
102	ROUTINE_CHECK.LIST	33	.007	99.908
103	EVENT_ACT.DEF	32	.007	99.915
104	EVENT_START.MOVE	30	.006	99.921
105	ROUTINE_CHECK.FORCE	28	.006	99.927
106	PROCESS_ARTY.ASSESS	26	.005	99.933
107	ROUTINE_END.MOVE	25	.005	99.938
108	EVENT_ACT.MOVDIS	23	.005	99.943
109	ROUTINE_HEADING	23	.005	99.948
110	ROUTINE_DEAD.UNIT	20	.004	99.952
111	ROUTINE_PRED.POS	20	.004	99.956
112	ROUTINE_CREATE.FORCE	16	.003	99.959

113	ROUTINE_UNIT.ASSIGNMENT	16	.003	99	963
114	ROUTINE_SWITCH.FO	15	.003	99	966
115	ROUTINE_CHECK.DEAD	14	.003	99	969
116	ROUTINE_UNIT.PRIORITY	10	.002	99	971
117	ROUTINE_COMBINE.TRS	9	.002	99	973
118	EVENT_ACT.MOVCOR	8	.002	99	975
119	EVENT_START.BATTLE	8	.002	99	976
120	ROUTINE_ADJUST	8	.002	99	978
121	ROUTINE_CHECK.STREN	8	.002	99	980
122	ROUTINE_GENERAL.BATTLE	8	.002	99	981
123	ROUTINE_INITIAL.DETECT	8	.002	99	983
124	ROUTINE_INITIAL.MOVE	8	.002	99	985
125	ROUTINE_LINE_OF_SIGHT	8	.002	99	986
126	ROUTINE_ORIENTATION	8	.002	99	988
127	ROUTINE_WHAT.NEXT	8	.002	99	990
128	FUNCTION_COLLISION	7	.001	99	991
129	ROUTINE_EMPTY	7	.001	99	993
130	EVENT_ACT.ATK	5	.001	99	994
131	ROUTINE_PREPARE.LIST	5	.001	99	995
132	ROUTINE_PROX.POS	5	.001	99	996
133	EVENT_BTL.ENDED	4	+8.E-04	99	997
134	ROUTINE_FIN.BATTLE	4	+8.E-04	99	997
135	ROUTINE_INTER.BATTLE	3	+6.E-04	99	998
136	ROUTINE_INTER.HELO	3	+6.E-04	99	999
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+4.E-04	99	999
138	ROUTINE_RESET.FEBA.SECTOR	2	+4.E-04	100	000
139	EVENT_CHANGE.WEATHER	1	+2.E-04	100	000
140	ROUTINE_DQ.CMSN.QUEUE	1	+2.E-04	100	000
141	''PROGRAM''_MAIN	0	0.	100	000
142	EVENT_ACT.REINF	0	0.	100	000
143	EVENT_AD.ENGAGEMENT	0	0.	100	000
144	EVENT_CHANGE.LITE	0	0.	100	000
145	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100	000
146	EVENT_END.SIMULATION	0	0.	100	000
147	EVENT_FEBA.SORTIE	0	0.	100	000
148	EVENT_HC.DEPART.BATTLE	0	0.	100	000
149	EVENT_HELO.ENGAGEMENT	0	0.	100	000
150	EVENT_INIT.PREPLAN.CAS	0	0.	100	000
151	EVENT_OFF.LINE.ATTRITION	0	0.	100	000
152	EVENT_POSITION.REPORT	0	0.	100	000
153	EVENT_SEND.TEAM	0	0.	100	000
154	EVENT_SET.DEBUG	0	0.	100	000
155	FUNCTION_AR.PROB.DETECT	0	0.	100	000
156	FUNCTION_BTRY.AVAILABLE	0	0.	100	000
157	FUNCTION_STAY.TIME	0	0.	100	000
158	PROCESS_AC.ATK.TGT	0	0.	100	000
159	PROCESS_AIR.OBSERVER	0	0.	100	000
160	PROCESS_AIRBORNE.RADAR	0	0.	100	000
161	PROCESS_CAS.MISSION	0	0.	100	000
162	PROCESS_FORWARD.OBSERVER	0	0.	100	000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100	000
164	PROCESS_HC.RETURN.FARRP	0	0.	100	000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100	000
166	PROCESS_HELICOPTER.FIRE	0	0.	100	000
167	PROCESS_MINE.ASSESS	0	0.	100	000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100	000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100	000
170	ROUTINE_AC.BOMB.EFFECTS	0	0.	100	000
171	ROUTINE_AC.DF.EFFECTS	0	0.	100	000

172	ROUTINE_AC MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BTL.CHECK	0	0.	100.000
181	ROUTINE_BTRY.INPUT	0	0.	100.000
182	ROUTINE_CAT.TU.INPUT	0	0.	100.000
183	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE.TEAMS	0	0.	100.000
185	ROUTINE_DECISION.INPUT	0	0.	100.000
186	ROUTINE_DESTROY.ORD	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 476146

CPU USAGE FOR SIMULATED HOUR 14. = 1017.60 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 15.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	46530	33.736	33.736
2 ROUTINE_FRAC.COMPUTE	19600	14.211	47.946
3 ROUTINE_SIZE.ESTIMATE	7344	5.325	53.271
4 ROUTINE_PK.COMPUTE	7098	5.146	58.417
5 ROUTINE_LOCATE.SECTOR	5301	3.843	62.261
6 ROUTINE_FINAL.COVERAGE	4486	3.252	65.513
7 ROUTINE_RANGE.COMPUTE	4387	3.181	68.694
8 ROUTINE_PROX.CHECK	3880	2.813	71.507
9 ROUTINE_PDB.DETECTION	2754	1.997	73.504
10 FUNCTION_COMBINATIONS	2370	1.718	75.222
11 EVENT_PDB.ACTIVATION	1973	1.430	76.653
12 PROCESS_SHOOT.OUT	1559	1.130	77.783
13 ROUTINE_NOISE.DEGRADE	1378	.999	78.782
14 ROUTINE_DEQ.FEBA.SET	1131	.820	79.602
15 FUNCTION_EST.RANGE	1128	.818	80.420
16 ROUTINE_ENQ.FEBA.SET	1123	.814	81.234
17 ROUTINE_JOHNSON.CRITERIA	1025	.743	81.977
18 ROUTINE_PROB.INF	1025	.743	82.720
19 ROUTINE_PROB.TIME	1025	.743	83.463
20 ROUTINE_SEARCH	1025	.743	84.207
21 EVENT_CFR.ACTIVATION	988	.716	84.923
22 ROUTINE_VOLLEY	987	.716	85.639
23 ROUTINE_OUTPUT.ATTRITION	984	.713	86.352
24 FUNCTION_HE.WLA	855	.620	86.972
25 FUNCTION_FEBA.BAND	838	.608	87.579
26 ROUTINE_NORMAL.F	834	.605	88.184
27 ROUTINE_EST.COVERAGE	718	.521	88.705
28 ROUTINE_WEIGHTED.VOLLEYS	718	.521	89.225
29 ROUTINE_FO.DETECTION	715	.518	89.744
30 ROUTINE_CONTRAST.TO.FREQ	659	.478	90.221
31 ROUTINE_COMPARE.TRS	644	.467	90.688
32 PROCESS_ASSESSMENT	590	.428	91.116
33 ROUTINE_TARGET.ANALYSIS	582	.422	91.538
34 ROUTINE_TIME.REQ	530	.384	91.922
35 ROUTINE_GET.TERRAIN	528	.383	92.305
36 ROUTINE_CHK.COMP.TR	485	.352	92.657
37 ROUTINE_CHK.FD.TR	485	.352	93.009
38 ROUTINE_HE.OR.ICM.COMPUTATION	439	.318	93.327
39 ROUTINE_MARGINAL.EFFECTS.ADJ	437	.317	93.644
40 ROUTINE_FA.BN.ASGN	399	.289	93.933
41 ROUTINE_CFR.DETECTION	396	.287	94.220
42 FUNCTION_ICM.WLA	386	.280	94.500
43 ROUTINE_MRT.TO.FREQ	366	.265	94.765
44 ROUTINE_TEMPERATURE.ATTENUATION	366	.265	95.031
45 ROUTINE_TIME.TO.DETECT	342	.248	95.279
46 PROCESS_TARGET.REPORT	321	.233	95.511
47 PROCESS_FIRE.MISSION	318	.231	95.742
48 ROUTINE_BTRY.FM.ENQ	318	.231	95.972
49 ROUTINE_REM.EFFECTS.COMPUTATION	316	.229	96.202
50 EVENT_UPDATE.LOC	313	.227	96.428
51 ROUTINE_FDC.TR.DEQ	308	.223	96.652
52 ROUTINE_FINISH.COMPUTATION	308	.223	96.875
53 ROUTINE_BTRY.FM.DEQ	307	.223	97.098

54	ROUTINE_FDC.TR.ENQ	304	.220	97.318
55	ROUTINE_CFR.DEGRADE	247	.179	97.497
56	ROUTINE_FA.BN.MOVEMENT	242	.175	97.673
57	ROUTINE_BTRY.EFFECTS	230	.167	97.839
58	ROUTINE_UNIT.ENVIR	230	.167	98.006
59	EVENT_CFR.OPERATOR	211	.153	98.159
60	ROUTINE_GAMMA.F	202	.146	98.306
61	ROUTINE_CHECK.ENGAGEMENT	201	.146	98.451
62	ROUTINE_EST.MIL.WORTH	150	.109	98.560
63	EVENT_PDB.OPERATOR	120	.087	98.647
64	ROUTINE_WEIBULL.F	100	.073	98.720
65	ROUTINE_COPY	89	.065	98.784
66	FUNCTION_EST.TR.RANGE	87	.063	98.847
67	ROUTINE_FD.EFFECTS.REQ	87	.063	98.910
68	ROUTINE_PROXIMITY.REQ	87	.063	98.973
69	ROUTINE_ANGLE.COMPUTE	80	.058	99.031
70	ROUTINE_DECIDE	73	.053	99.084
71	ROUTINE_CHECK.FOR.MINES	72	.052	99.136
72	PROCESS_ARTY.ASSESS	68	.049	99.186
73	EVENT_ARTY.OCCUPATION	65	.047	99.233
74	EVENT_START.ARTY.MOVEMENT	62	.045	99.278
75	ROUTINE_CHECK.PROX	57	.041	99.319
76	EVENT_STOP.ARTY.MOVEMENT	53	.038	99.358
77	ROUTINE_MIN.MOVE	49	.036	99.393
78	ROUTINE_CHANGE.LOC	46	.033	99.426
79	ROUTINE_LOS.CHECK	46	.033	99.460
80	EVENT_CFR.OFF	45	.033	99.492
81	EVENT_CFR.ON	45	.033	99.525
82	EVENT_MOVE	45	.033	99.558
83	ROUTINE_EXPONENTIAL.F	44	.032	99.590
84	ROUTINE_NEW.SEGMENT	42	.030	99.620
85	ROUTINE_SEGMENT.ADJUST	40	.029	99.649
86	ROUTINE_DUST.EFFECTS	32	.023	99.672
87	ROUTINE_COMPUTE.D	28	.020	99.693
88	ROUTINE_LOCATE.SEARCH.AREA	28	.020	99.713
89	ROUTINE_POSITION	28	.020	99.733
90	ROUTINE_COMPUTE.WD	24	.017	99.751
91	ROUTINE_REQUEST.SMOKE	21	.015	99.766
92	PROCESS_HOW.REPAIR	18	.013	99.779
93	ROUTINE_CAS.EVAL	18	.013	99.792
94	EVENT_GET.NX.ORD	16	.012	99.804
95	ROUTINE_COMBINE.TRS	16	.012	99.815
96	ROUTINE_BLOCK.LOS	14	.010	99.825
97	ROUTINE_CHECK.FORCE	13	.009	99.835
98	ROUTINE_TERM.CHECK	12	.009	99.843
99	EVENT_ACT.DEF	11	.008	99.851
100	PROCESS_WITH.DRAW	11	.008	99.859
101	ROUTINE_PREP.WITHDRAW	11	.008	99.867
102	ROUTINE_REQUEST.WD.FASCAM	11	.008	99.875
103	EVENT_ENGAGEMENT	10	.007	99.883
104	EVENT_START.MOVE	10	.007	99.890
105	ROUTINE_END.MOVE	10	.007	99.897
106	ROUTINE_REQUEST.ILLUM	10	.007	99.904
107	ROUTINE_CHECK.DEAD	8	.006	99.910
108	ROUTINE_CREATE.FORCE	8	.006	99.916
109	ROUTINE_HEADING	8	.006	99.922
110	ROUTINE_SWITCH.FO	8	.006	99.927
111	ROUTINE_UNIT.ASSIGNMENT	8	.006	99.933
112	EVENT_ACT.MOVDIS	7	.005	99.938

113	ROUTINE_DEAD.UNIT	6	.004	99.943
114	ROUTINE_CHECK.LIST	5	.004	99.946
115	ROUTINE_REQUEST.DEF.FASCAM	5	.004	99.950
116	EVENT_START.BATTLE	4	.003	99.953
117	ROUTINE_ADJUST	4	.003	99.956
118	ROUTINE_CHECK.STREN	4	.003	99.959
119	ROUTINE_EMPTY	4	.003	99.962
120	ROUTINE_GENERAL.BATTLE	4	.003	99.964
121	ROUTINE_INITIAL.DETECT	4	.003	99.967
122	ROUTINE_INITIAL.MOVE	4	.003	99.970
123	ROUTINE_LINE.OF.SIGHT	4	.003	99.973
124	ROUTINE_ORIENTATION	4	.003	99.976
125	ROUTINE_PRED.POS	4	.003	99.979
126	ROUTINE_UNIT.PRIORITY	4	.003	99.982
127	ROUTINE_WHAT.NEXT	4	.003	99.985
128	EVENT_ACT.MOVCOR	3	.002	99.987
129	EVENT_ACT.ATK	2	.001	99.988
130	EVENT_BTL.ENDED	2	.001	99.990
131	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.001	99.991
132	ROUTINE_FIN.BATTLE	2	.001	99.993
133	ROUTINE_INTER.BATTLE	2	.001	99.994
134	ROUTINE_INTER.HELO	2	.001	99.996
135	ROUTINE_PREPARE.LIST	2	.001	99.997
136	ROUTINE_PROX.POS	2	.001	99.999
137	ROUTINE_RESET.FEBA.SECTOR	2	.001	100.000
138	''PROGRAM''_MAIN	0	0.	100.000
139	EVENT_ACT.REINF	0	0.	100.000
140	EVENT_AD.ENGAGEMENT	0	0.	100.000
141	EVENT_CHANGE.LITE	0	0.	100.000
142	EVENT_CHANGE.WEATHER	0	0.	100.000
143	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
144	EVENT_END.SIMULATION	0	0.	100.000
145	EVENT_FEBA.SORTIE	0	0.	100.000
146	EVENT_HC.DEPART.BATTLE	0	0.	100.000
147	EVENT_HELO.ENGAGEMENT	0	0.	100.000
148	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
149	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
150	EVENT_POSITION.REPORT	0	0.	100.000
151	EVENT_SEND.TEAM	0	0.	100.000
152	EVENT_SET.DEBUG	0	0.	100.000
153	FUNCTION_AR.PROB.DETECT	0	0.	100.000
154	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
155	FUNCTION_COLLISION	0	0.	100.000
156	FUNCTION_STAY.TIME	0	0.	100.000
157	PROCESS_AC.ATK.TGT	0	0.	100.000
158	PROCESS_AIR.OBSERVER	0	0.	100.000
159	PROCESS_AIRBORNE.RADAR	0	0.	100.000
160	PROCESS_CAS.MISSION	0	0.	100.000
161	PROCESS_FORWARD.OBSERVER	0	0.	100.000
162	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
163	PROCESS_HC.RETURN.FARRP	0	0.	100.000
164	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
165	PROCESS_HELICOPTER.FIRE	0	0.	100.000
166	PROCESS_MINE.ASSESS	0	0.	100.000
167	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
168	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
169	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
170	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
171	ROUTINE_AC.MUNS.INPUT	0	0.	100.000

172	ROUTINE_AD.SHOOT	0	0.	100.000
173	ROUTINE_AMMO.RPT	0	0.	100.000
174	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
175	ROUTINE_AO.DETECTION	0	0.	100.000
176	ROUTINE_AR.DETECTION	0	0.	100.000
177	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
178	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
179	ROUTINE_BTL.CHECK	0	0.	100.000
180	ROUTINE_BTRY.INPUT	0	0.	100.000
181	ROUTINE_CAT.TU.INPUT	0	0.	100.000
182	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
183	ROUTINE_CREATE.TEAMS	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DESTROY.ORD	0	0.	100.000
186	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	6	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 137925

CPU USAGE FOR SIMULATED HOUR 15. = 471.32 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 16. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	63134	29.718	29.718
2 ROUTINE_PK.COMPUTE	32763	15.422	45.139
3 ROUTINE_RANGE.COMPUTE	21408	10.077	55.216
4 ROUTINE_PROX.CHECK	17458	8.218	63.434
5 ROUTINE_FRAC.COMPUTE	17380	8.181	71.615
6 ROUTINE_SIZE.ESTIMATE	6404	3.014	74.629
7 ROUTINE_LOCATE.SECTOR	4907	2.310	76.939
8 ROUTINE_FINAL.COVERAGE	3946	1.857	78.796
9 ROUTINE_TIME.TO.DETECT	3123	1.470	80.266
10 PROCESS_SHOOT.OUT	2401	1.130	81.396
11 ROUTINE_PDB.DETECTION	2143	1.009	82.405
12 FUNCTION_COMBINATIONS	2136	1.005	83.410
13 PROCESS_ASSESSMENT	2069	.974	84.384
14 EVENT_PDB.ACTIVATION	1674	.788	85.172
15 ROUTINE_JOHNSON.CRITERIA	1219	.574	85.746
16 ROUTINE_PROB.INF	1219	.574	86.320
17 ROUTINE_PROB.TIME	1219	.574	86.894
18 ROUTINE_SEARCH	1219	.574	87.467
19 ROUTINE_DEQ.FEBA.SET	1209	.569	88.037
20 ROUTINE_ENQ.FEBA.SET	1207	.568	88.605
21 FUNCTION_EST.RANGE	1098	.517	89.122
22 ROUTINE_NOISE.DEGRADE	1070	.504	89.625
23 ROUTINE_CHECK.ENGAGEMENT	1013	.477	90.102
24 ROUTINE_FO.DETECTION	972	.458	90.560
25 ROUTINE_OUTPUT.ATTRITION	886	.417	90.977
26 ROUTINE_CONTRAST.TO.FREQ	879	.414	91.390
27 EVENT_CFR.ACTIVATION	839	.395	91.785
28 ROUTINE_VOLLEY	839	.395	92.180
29 ROUTINE_NORMAL.F	768	.362	92.542
30 FUNCTION_FEBA.BAND	749	.353	92.894
31 FUNCTION_HE.WLA	744	.350	93.244
32 ROUTINE_COMPARE.TRS	685	.322	93.567
33 ROUTINE_TIME.REQ	607	.286	93.853
34 ROUTINE_EST.COVERAGE	589	.277	94.130
35 ROUTINE_WEIGHTED.VOLLEYS	589	.277	94.407
36 ROUTINE_TARGET.ANALYSIS	570	.268	94.675
37 ROUTINE_WEIBULL.F	494	.233	94.908
38 ROUTINE_CHK.COMP.TR	453	.213	95.121
39 ROUTINE_CHK.FD.TR	453	.213	95.334
40 ROUTINE_GET.TERRAIN	451	.212	95.547
41 ROUTINE_FA.BN.ASGN	376	.177	95.724
42 ROUTINE_HE.OR.ICM.COMPUTATION	373	.176	95.899
43 ROUTINE_MARGINAL.EFFECTS.ADJ	373	.176	96.075
44 ROUTINE_MRT.TO.FREQ	340	.160	96.235
45 ROUTINE_TEMPERATURE.ATTENUATION	340	.160	96.395
46 PROCESS_TARGET.REPORT	312	.147	96.542
47 ROUTINE_CFR.DETECTION	309	.145	96.687
48 FUNCTION_ICM.WLA	305	.144	96.831
49 ROUTINE_BTRY.FM.DEQ	294	.138	96.969
50 ROUTINE_FDC.TR.ENQ	290	.137	97.106
51 ROUTINE_FDC.TR.DEQ	281	.132	97.238
52 ROUTINE_FINISH.COMPUTATION	281	.132	97.370
53 PROCESS_FIRE.MISSION	262	.123	97.493

54	ROUTINE_BTRY.FM.ENQ	262	.123	97.617
55	ROUTINE_REM.EFFECTS.COMPUTATION	260	.122	97.739
56	ROUTINE_MIN.MOVE	242	.114	97.853
57	EVENT_MOVE	235	.111	97.964
58	ROUTINE_CHANGE.LOC	235	.111	98.074
59	ROUTINE_LOS.CHECK	235	.111	98.185
60	ROUTINE_SEGMENT.ADJUST	228	.107	98.292
61	ROUTINE_COMPUTE.D	221	.104	98.396
62	ROUTINE_NEW.SEGMENT	221	.104	98.500
63	ROUTINE_FA.BN.MOVEMENT	197	.093	98.593
64	ROUTINE_BTRY.EFFECTS	194	.091	98.684
65	ROUTINE_UNIT.ENVIR	194	.091	98.776
66	ROUTINE_ANGLE.COMPUTE	181	.085	98.861
67	ROUTINE_CFR.DEGRADE	178	.084	98.945
68	EVENT_CFR.OPERATOR	172	.081	99.026
69	ROUTINE_POSITION	164	.077	99.103
70	ROUTINE_GAMMA.F	138	.065	99.168
71	EVENT_UPDATE.LOC	131	.062	99.229
72	EVENT_PDB.OPERATOR	120	.056	99.286
73	ROUTINE_EST.MIL.WORTH	118	.056	99.341
74	FUNCTION_EST.TR.RANGE	98	.046	99.388
75	ROUTINE_PROXIMITY.REQ	98	.046	99.434
76	ROUTINE_FD.EFFECTS.REQ	95	.045	99.478
77	ROUTINE_CAS.EVAL	94	.044	99.523
78	ROUTINE_COPY	72	.034	99.557
79	ROUTINE_CHECK.FOR.MINES	64	.030	99.587
80	PROCESS_ARTY.ASSESS	63	.030	99.616
81	ROUTINE_REQUEST.SMOKE	63	.030	99.646
82	EVENT_START.ARTY.MOVEMENT	57	.027	99.673
83	EVENT_ARTY.OCCUPATION	56	.026	99.699
84	EVENT_ENGAGEMENT	56	.026	99.726
85	EVENT_STOP.ARTY.MOVEMENT	56	.026	99.752
86	ROUTINE_REQUEST.ILLUM	56	.026	99.778
87	ROUTINE_CHECK.PROX	45	.021	99.799
88	EVENT_CFR.OFF	44	.021	99.820
89	EVENT_CFR.ON	43	.020	99.840
90	ROUTINE_DECIDE	36	.017	99.857
91	ROUTINE_REQUEST.DEF.FASCAM	33	.016	99.873
92	ROUTINE_CHECK.FORCE	28	.013	99.886
93	ROUTINE_EXPONENTIAL.F	24	.011	99.897
94	ROUTINE_COMBINE.TRS	16	.008	99.905
95	PROCESS_HOW.REPAIR	15	.007	99.912
96	ROUTINE_COMPUTE.WD	14	.007	99.919
97	ROUTINE_LOCATE.SEARCH.AREA	13	.006	99.925
98	ROUTINE_DUST.EFFECTS	12	.006	99.930
99	EVENT_GET.NX.ORD	10	.005	99.935
100	EVENT_START.MOVE	7	.003	99.938
101	PROCESS_WITH.DRAW	7	.003	99.942
102	ROUTINE_CHECK.LIST	7	.003	99.945
103	ROUTINE_PREP.WITHDRAW	7	.003	99.948
104	ROUTINE_REQUEST.WD.FASCAM	7	.003	99.952
105	ROUTINE_TERM.CHECK	7	.003	99.955
106	ROUTINE_CREATE.FORCE	6	.003	99.958
107	ROUTINE_HEADING	6	.003	99.960
108	ROUTINE_UNIT.ASSIGNMENT	6	.003	99.963
109	ROUTINE_END.MOVE	5	.002	99.966
110	ROUTINE_SWITCH.FO	5	.002	99.968
111	EVENT_ACT.DEF	4	.002	99.970
112	EVENT_ACT.MOVCOR	4	.002	99.972

113	ROUTINE_CHECK.DEAD	4	.002	99.974
114	ROUTINE_PRED.POS	4	.002	99.976
115	ROUTINE_UNIT.PRIORITY	4	.002	99.977
116	EVENT_ACT.MOVDIS	3	.001	99.979
117	EVENT_START.BATTLE	3	.001	99.980
118	ROUTINE_ADJUST	3	.001	99.982
119	ROUTINE_CHECK.STREN	3	.001	99.983
120	ROUTINE_DEAD.UNIT	3	.001	99.984
121	ROUTINE_GENERAL.BATTLE	3	.001	99.986
122	ROUTINE_INITIAL.DETECT	3	.001	99.987
123	ROUTINE_INITIAL.MOVE	3	.001	99.989
124	ROUTINE_LINE.OF.SIGHT	3	.001	99.990
125	ROUTINE_ORIENTATION	3	.001	99.992
126	EVENT_ACT.ATK	2	+9.E-04	99.992
127	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+9.E-04	99.993
128	ROUTINE_EMPTY	2	+9.E-04	99.994
129	ROUTINE_PREPARE.LIST	2	+9.E-04	99.995
130	ROUTINE_PROX.POS	2	+9.E-04	99.996
131	ROUTINE_WHAT.NEXT	2	+9.E-04	99.997
132	EVENT_BTL.ENDED	1	+5.E-04	99.998
133	EVENT_CHANGE.WEATHER	1	+5.E-04	99.998
134	ROUTINE_DQ.CMSN.QUEUE	1	+5.E-04	99.999
135	ROUTINE_FIN.BATTLE	1	+5.E-04	99.999
136	ROUTINE_INTER.BATTLE	1	+5.E-04	100.000
137	ROUTINE_INTER.HELO	1	+5.E-04	100.000
138	''PROGRAM''_MAIN	0	0.	100.000
139	EVENT_ACT.REINF	0	0.	100.000
140	EVENT_AD.ENGAGEMENT	0	0.	100.000
141	EVENT_CHANGE.LITE	0	0.	100.000
142	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
143	EVENT_END.SIMULATION	0	0.	100.000
144	EVENT_FEBA.SORTIE	0	0.	100.000
145	EVENT_HC.DEPART.BATTLE	0	0.	100.000
146	EVENT_''ELO.ENGAGEMENT	0	0.	100.000
147	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
148	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
149	EVENT_POSITION.REPORT	0	0.	100.000
150	EVENT_SEND.TEAM	0	0.	100.000
151	EVENT_SET.DEBUG	0	0.	100.000
152	FUNCTION_AR.PROB.DETECT	0	0.	100.000
153	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
154	FUNCTION_COLLISION	0	0.	100.000
155	FUNCTION_STAY.TIME	0	0.	100.000
156	PROCESS_AC.ATK.TGT	0	0.	100.000
157	PROCESS_AIR.OBSERVER	0	0.	100.000
158	PROCESS_AIRBORNE.RADAR	0	0.	100.000
159	PROCESS_CAS.MISSION	0	0.	100.000
160	PROCESS_FORWARD.OBSERVER	0	0.	100.000
161	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
162	PROCESS_HC.RETURN.FARRP	0	0.	100.000
163	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
164	PROCESS_HELICOPTER.FIRE	0	0.	100.000
165	PROCESS_MINE.ASSESS	0	0.	100.000
166	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
167	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
168	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
169	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
170	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
171	ROUTINE_AD.SHOOT	0	0.	100.000

172	ROUTINE_AMMO.RPT	0	0.	100.000
173	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
174	ROUTINE_AO.DETECTION	0	0.	100.000
175	ROUTINE_AR.DETECTION	0	0.	100.000
176	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
177	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
178	ROUTINE_BLOCK.LOS	0	0.	100.000
179	ROUTINE_BTL.CHECK	0	0.	100.000
180	ROUTINE_BTRY.INPUT	0	0.	100.000
181	ROUTINE_CAT.TU.INPUT	0	0.	100.000
182	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
183	ROUTINE_CREATE.TEAMS	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DESTROY.ORD	0	0.	100.000
186	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
187	ROUTINE_END.CAS.MISSION	0	0.	100.000
188	ROUTINE_EQ.TE.INPUT	0	0.	100.000
189	ROUTINE_ERROR.STOP	0	0.	100.000
190	ROUTINE_FARRP.CHECK	0	0.	100.000
191	ROUTINE_FARRP.INPUT	0	0.	100.000
192	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
193	ROUTINE_FBN.FD.INPUT	0	0.	100.000
194	ROUTINE_FEBA.INITIAL	0	0.	100.000
195	ROUTINE_FILE.FD.SCHD	0	0.	100.000
196	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
197	ROUTINE_FIND.START.TIME	0	0.	100.000
198	ROUTINE_FLIGHT.PATH	0	0.	100.000
199	ROUTINE_FORM.TF.LIST	0	0.	100.000
200	ROUTINE_FORPOSITION.OUT	0	0.	100.000
201	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
202	ROUTINE_HC.DISENGAGE	0	0.	100.000
203	ROUTINE_HC.EMPTY	0	0.	100.000
204	ROUTINE_HE.LA.INPUT	0	0.	100.000
205	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
206	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
207	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
208	ROUTINE_ILLUM.INPUT	0	0.	100.000
209	ROUTINE_INIT.REINF	0	0.	100.000
210	ROUTINE_KV.INPUT	0	0.	100.000
211	ROUTINE_KV.PRINT	0	0.	100.000
212	ROUTINE_KV.SCOREBOARD	0	0.	100.000
213	ROUTINE_LINE.CIRCLE	0	0.	100.000
214	ROUTINE_MADS.INPUT	0	0.	100.000
215	ROUTINE_MAIN1	0	0.	100.000
216	ROUTINE_MAIN2	0	0.	100.000
217	ROUTINE_MAIN3	0	0.	100.000
218	ROUTINE_MAO.INPUT	0	0.	100.000
219	ROUTINE_MCFR.INPUT	0	0.	100.000
220	ROUTINE_MFO.INPUT	0	0.	100.000
221	ROUTINE_MINE.DELAY	0	0.	100.000
222	ROUTINE_MINE.EFFECTS	0	0.	100.000
223	ROUTINE_MINE.INPUT	0	0.	100.000
224	ROUTINE_MPDB.INPUT	0	0.	100.000
225	ROUTINE_MUNS.INPUT	0	0.	100.000
226	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
227	ROUTINE_ORD.ATK	0	0.	100.000
228	ROUTINE_ORD.DEF	0	0.	100.000
229	ROUTINE_ORD.MOVCOR	0	0.	100.000
230	ROUTINE_ORD.MOVDIS	0	0.	100.000

231	ROUTINE_ORD.REINF	0	0.	100.000
232	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
233	ROUTINE_P.E.M.INPUT	0	0.	100.000
234	ROUTINE_PGM.INPUT	0	0.	100.000
235	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 212447

CPU USAGE FOR SIMULATED HOUR 16. = 608.53 SECONDS

SAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 17. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	44184	28.060	28.060
2 ROUTINE_RANGE.COMPUTE	22743	14.443	42.503
3 ROUTINE_PROX.CHECK	22528	14.307	56.810
4 FUNCTION_ACT.RANGE	14404	9.147	65.957
5 ROUTINE_FRAC.COMPUTE	11972	7.603	73.560
6 ROUTINE_SIZE.ESTIMATE	8335	5.293	78.854
7 ROUTINE_FINAL.COVERAGE	2723	1.729	80.583
8 ROUTINE_LOCATE.SECTOR	2566	1.630	82.212
9 FUNCTION_COMBINATIONS	1992	1.265	83.477
10 ROUTINE_FO.DETECTION	1728	1.097	84.575
11 PROCESS_SHOOT.OUT	1528	.970	85.545
12 ROUTINE_PDB.DETECTION	1380	.876	86.422
13 FUNCTION_EST.RANGE	1282	.814	87.236
14 ROUTINE_NORMAL.F	1097	.697	87.932
15 EVENT_PDB.ACTIVATION	1094	.695	88.627
16 PROCESS_ASSESSMENT	825	.524	89.151
17 ROUTINE_COMPARE.TRS	816	.518	89.669
18 FUNCTION_FEBA.BAND	799	.507	90.177
19 ROUTINE_TIME.REQ	783	.497	90.674
20 FUNCTION_HE.WLA	746	.474	91.148
21 ROUTINE_NOISE.DEGRADE	692	.439	91.587
22 ROUTINE_TARGET.ANALYSIS	633	.402	91.989
23 ROUTINE_EST.COVERAGE	622	.395	92.384
24 ROUTINE_WEIGHTED.VOLLEYS	622	.395	92.779
25 EVENT_CFR.ACTIVATION	547	.347	93.127
26 ROUTINE_VOLLEY	544	.345	93.472
27 ROUTINE_OUTPUT.ATTRITION	533	.338	93.811
28 ROUTINE_FA.BN.ASGN	426	.271	94.081
29 ROUTINE_CHK.COMP.TR	424	.269	94.350
30 ROUTINE_CHK.FD.TR	424	.269	94.620
31 ROUTINE_GET.TERRAIN	379	.241	94.860
32 ROUTINE_HE.OR.ICM.COMPUTATION	373	.237	95.097
33 ROUTINE_MARGINAL.EFFECTS.ADJ	368	.234	95.331
34 PROCESS_TARGET.REPORT	347	.220	95.551
35 FUNCTION_ICM.WLA	308	.196	95.747
36 ROUTINE_FDC.TR.DEQ	306	.194	95.941
37 ROUTINE_FINISH.COMPUTATION	306	.194	96.136
38 ROUTINE_FDC.TR.ENQ	293	.186	96.322
39 ROUTINE_BLOCK.LOS	286	.182	96.503
40 ROUTINE_CFR.DETECTION	229	.145	96.649
41 ROUTINE_JOHNSON.CRITERIA	218	.138	96.787
42 ROUTINE_PROB.INF	218	.138	96.926
43 ROUTINE_PROB.TIME	218	.138	97.064
44 ROUTINE_SEARCH	218	.138	97.203
45 ROUTINE_BTRY.FM.DEQ	213	.135	97.338
46 PROCESS_FIRE.MISSION	192	.122	97.460
47 ROUTINE_BTRY.FM.ENQ	192	.122	97.582
48 ROUTINE_DUST.EFFECTS	192	.122	97.704
49 ROUTINE_FA.BN.MOVEMENT	192	.122	97.826
50 ROUTINE_REM.EFFECTS.COMPUTATION	190	.121	97.946
51 ROUTINE_GAMMA.F	188	.119	98.066
52 ROUTINE_CONTRAST.TO.FREQ	182	.116	98.181
53 ROUTINE_DEQ.FEBA.SET	175	.111	98.292

54	ROUTINE_ENQ.FEBA.SET	173	.110	98.402
55	FUNCTION_EST.TR.RANGE	172	.109	98.511
56	ROUTINE_PROXIMITY.REQ	172	.109	98.621
57	ROUTINE_TIME TO.DETECT	157	.100	98.720
58	ROUTINE_BTRY EFFECTS	144	.091	98.812
59	ROUTINE_UNIT.ENVIR	144	.091	98.903
60	ROUTINE_FD.EFFECTS.REQ	123	.078	98.981
61	EVENT_PDB.OPERATOR	120	.076	99.058
62	ROUTINE_COPY	97	.062	99.119
63	ROUTINE_CHECK.FOR.MINES	90	.057	99.176
64	EVENT_START.ARTY.MOVEMENT	88	.056	99.232
65	EVENT_UPDATE.LOC	80	.051	99.283
66	ROUTINE_EST.MIL.WORTH	78	.050	99.333
67	PROCESS_ARTY.ASSESS	68	.043	99.376
68	ROUTINE_CHECK.ENGAGEMENT	67	.043	99.418
69	EVENT_STOP.ARTY.MOVEMENT	62	.039	99.458
70	EVENT_ARTY.OCCUPATION	56	.036	99.493
71	EVENT_CFR.OPERATOR	55	.035	99.528
72	ROUTINE_CFR.DEGRADE	48	.030	99.559
73	EVENT_CFR.ON	47	.030	99.588
74	EVENT_CFR.OFF	46	.029	99.618
75	ROUTINE_COMBINE.TRS	43	.027	99.645
76	ROUTINE_ANGLE.COMPUTE	40	.025	99.670
77	ROUTINE_DECIDE	39	.025	99.695
78	ROUTINE_MRT.TO.FREQ	36	.023	99.718
79	ROUTINE_TEMPERATURE.ATTENUATION	36	.023	99.741
80	ROUTINE_WEIBULL.F	35	.022	99.763
81	ROUTINE_CAS.EVAL	25	.016	99.779
82	ROUTINE_CHECK.FORCE	23	.015	99.794
83	ROUTINE_LOCATE.SEARCH.AREA	23	.015	99.808
84	ROUTINE_MIN.MOVE	22	.014	99.822
85	ROUTINE_EXPONENTIAL.F	20	.013	99.835
86	ROUTINE_CHANGE.LOC	16	.010	99.845
87	ROUTINE_LOS.CHECK	16	.010	99.855
88	ROUTINE_REQUEST.SMOKE	15	.010	99.865
89	PROCESS_HOW.REPAIR	14	.009	99.874
90	ROUTINE_SEGMENT.ADJUST	14	.009	99.883
91	ROUTINE_COMPUTE.WD	13	.008	99.891
92	EVENT_MOVE	11	.007	99.898
93	EVENT_ENGAGEMENT	10	.006	99.904
94	ROUTINE_REQUEST.ILLUM	10	.006	99.910
95	EVENT_GET.NX.ORD	9	.006	99.916
96	ROUTINE_CHECK.PROX	7	.004	99.921
97	ROUTINE_HEADING	7	.004	99.925
98	ROUTINE_NEW.SEGMENT	7	.004	99.930
99	ROUTINE_COMPUTE.D	6	.004	99.933
100	ROUTINE_POSITION	6	.004	99.937
101	ROUTINE_REQUEST.DEF.FASCAM	6	.004	99.941
102	EVENT_ACT.DEF	5	.003	99.944
103	PROCESS_WITH.DRAW	5	.003	99.947
104	ROUTINE_PREP.WITHDRAW	5	.003	99.950
105	ROUTINE_REQUEST.WD.FASCAM	5	.003	99.954
106	ROUTINE_TERM.CHECK	5	.003	99.957
107	ROUTINE_CHECK.DEAD	4	.003	99.959
108	ROUTINE_CHECK.LIST	4	.003	99.962
109	ROUTINE_CREATE.FORCE	4	.003	99.964
110	ROUTINE_SWITCH.FO	4	.003	99.967
111	ROUTINE_UNIT.ASSIGNMENT	4	.003	99.970
112	ROUTINE_UNIT.PRIORITY	4	.003	99.972

113	ROUTINE_WHAT.NEXT	4	.003	99.975
114	ROUTINE_ATTRIT.SENSOR	3	.002	99.977
115	EVENT_ACT.ATK	2	.001	99.978
116	EVENT_BTL.ENDED	2	.001	99.979
117	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.001	99.980
118	EVENT_START.BATTLE	2	.001	99.982
119	EVENT_START.MOVE	2	.001	99.983
120	ROUTINE_ADJUST	2	.001	99.984
121	ROUTINE_CHECK.STREN	2	.001	99.985
122	ROUTINE_EMPTY	2	.001	99.987
123	ROUTINE_END.MOVE	2	.001	99.988
124	ROUTINE_FIN.BATTLE	2	.001	99.989
125	ROUTINE_GENERAL.BATTLE	2	.001	99.990
126	ROUTINE_INITIAL.DETECT	2	.001	99.992
127	ROUTINE_INITIAL.MOVE	2	.001	99.993
128	ROUTINE_LINE.OF.SIGHT	2	.001	99.994
129	ROUTINE_ORIENTATION	2	.001	99.996
130	ROUTINE_PREPARE.LIST	2	.001	99.997
131	ROUTINE_PROX.POS	2	.001	99.998
132	EVENT_ACT.MOVCOR	1	+6.E-04	99.999
133	EVENT_ACT.MOVDIS	1	+6.E-04	99.999
134	ROUTINE_DEAD.UNIT	1	+6.E-04	100.000
135	''PROGRAM''_MAIN	0	0.	100.000
136	EVENT_ACT.REINF	0	0.	100.000
137	EVENT_AD.ENGAGEMENT	0	0.	100.000
138	EVENT_CHANGE.LITE	0	0.	100.000
139	EVENT_CHANGE.WEATHER	0	0.	100.000
140	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
141	EVENT_END.SIMULATION	0	0.	100.000
142	EVENT_FEBA.SORTIE	0	0.	100.000
143	EVENT_HC.DEPART.BATTLE	0	0.	100.000
144	EVENT_HELO.ENGAGEMENT	0	0.	100.000
145	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
146	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
147	EVENT_POSITION.REPORT	0	0.	100.000
148	EVENT_SEND.TEAM	0	0.	100.000
149	EVENT_SET.DEBUG	0	0.	100.000
150	FUNCTION_AR.PROB.DETECT	0	0.	100.000
151	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
152	FUNCTION_COLLISION	0	0.	100.000
153	FUNCTION_STAY.TIME	0	0.	100.000
154	PROCESS_AC.ATK.TGT	0	0.	100.000
155	PROCESS_AIR.OBSERVER	0	0.	100.000
156	PROCESS_AIRBORNE.RADAR	0	0.	100.000
157	PROCESS_CAS.MISSION	0	0.	100.000
158	PROCESS_FORWARD.OBSERVER	0	0.	100.000
159	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
160	PROCESS_HC.RETURN.FARRP	0	0.	100.000
161	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
162	PROCESS_HELICOPTER.FIRE	0	0.	100.000
163	PROCESS_MINE.ASSESS	0	0.	100.000
164	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
165	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
166	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
167	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
168	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
169	ROUTINE_AD.SHOOT	0	0.	100.000
170	ROUTINE_AMMO.RPT	0	0.	100.000
171	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000

172	ROUTINE_AO.DETECTION	0	0.	100.000
173	ROUTINE_AR.DETECTION	0	0.	100.000
174	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
175	ROUTINE_BTL.CHECK	0	0.	100.000
176	ROUTINE_BTRY.INPUT	0	0.	100.000
177	ROUTINE_CAT_TU.INPUT	0	0.	100.000
178	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
179	ROUTINE_CREATE.TEAMS	0	0.	100.000
180	ROUTINE_DECISION.INPUT	0	0.	100.000
181	ROUTINE_DESTROY.ORD	0	0.	100.000
182	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
183	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
184	ROUTINE_END.CAS.MISSION	0	0.	100.000
185	ROUTINE_EQ.TE.INPUT	0	0.	100.000
186	ROUTINE_ERROR.STOP	0	0.	100.000
187	ROUTINE_FARRP.CHECK	0	0.	100.000
188	ROUTINE_FARRP.INPUT	0	0.	100.000
189	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
190	ROUTINE_FBN.FD.INPUT	0	0.	100.000
191	ROUTINE_FEBA.INITIAL	0	0.	100.000
192	ROUTINE_FILE.FD.SCHD	0	0.	100.000
193	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
194	ROUTINE_FIND.START.TIME	0	0.	100.000
195	ROUTINE_FLIGHT.PATH	0	0.	100.000
196	ROUTINE_FORM.TF.LIST	0	0.	100.000
197	ROUTINE_FORPOSITION.OUT	0	0.	100.000
198	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
199	ROUTINE_HC.DISENGAGE	0	0.	100.000
200	ROUTINE_HC.EMPTY	0	0.	100.000
201	ROUTINE_HE.LA.INPUT	0	0.	100.000
202	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
203	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
204	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
205	ROUTINE_ILLUM.INPUT	0	0.	100.000
206	ROUTINE_INIT.REINF	0	0.	100.000
207	ROUTINE_INTER.BATTLE	0	0.	100.000
208	ROUTINE_INTER.HELO	0	0.	100.000
209	ROUTINE_KV.INPUT	0	0.	100.000
210	ROUTINE_KV.PRINT	0	0.	100.000
211	ROUTINE_KV.SCOREBOARD	0	0.	100.000
212	ROUTINE_LINE.CIRCLE	0	0.	100.000
213	ROUTINE_MADS.INPUT	0	0.	100.000
214	ROUTINE_MAIN1	0	0.	100.000
215	ROUTINE_MAIN2	0	0.	100.000
216	ROUTINE_MAIN3	0	0.	100.000
217	ROUTINE_MAO.INPUT	0	0.	100.000
218	ROUTINE_MCFR.INPUT	0	0.	100.000
219	ROUTINE_MFO.INPUT	0	0.	100.000
220	ROUTINE_MINE.DELAY	0	0.	100.000
221	ROUTINE_MINE.EFFECTS	0	0.	100.000
222	ROUTINE_MINE.INPUT	0	0.	100.000
223	ROUTINE_MPDB.INPUT	0	0.	100.000
224	ROUTINE_MUNS.INPUT	0	0.	100.000
225	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
226	ROUTINE_ORD.ATK	0	0.	100.000
227	ROUTINE_ORD.DEF	0	0.	100.000
228	ROUTINE_ORD.MOVCOR	0	0.	100.000
229	ROUTINE_ORD.MOVDIS	0	0.	100.000
230	ROUTINE_ORD.REINF	0	0.	100.000

231	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100 000
232	ROUTINE_P.E.M.INPUT	0	0.	100.000
233	ROUTINE_PGM.INPUT	0	0.	100.000
234	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
235	ROUTINE_PIR.DETECTION	0	0.	100.000
236	ROUTINE_PK.INPUT	0	0.	100.000
237	ROUTINE_PLAT.COUNT	0	0.	100.000
238	ROUTINE_PRED.POS	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100 000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 157464

CPU USAGE FOR SIMULATED HOUR 17. = 528.54 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 18.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	35978	23.982	23.982
2 FUNCTION_ACT.RANGE	19447	12.963	36.946
3 ROUTINE_RANGE.COMPUTE	18645	12.429	49.374
4 ROUTINE_PROX.CHECK	18386	12.256	61.630
5 ROUTINE_FRAC.COMPUTE	14588	9.724	71.354
6 ROUTINE_SIZE.ESTIMATE	7024	4.682	76.036
7 ROUTINE_FINAL.COVERAGE	3426	2.284	78.320
8 ROUTINE_LOCATE.SECTOR	2819	1.879	80.199
9 FUNCTION_COMBINATIONS	2252	1.501	81.700
10 ROUTINE_PDB.DETECTION	1735	1.157	82.857
11 ROUTINE_FO.DETECTION	1647	1.098	83.955
12 FUNCTION_EST.RANGE	1483	.989	84.943
13 EVENT_PDB.ACTIVATION	1381	.921	85.864
14 FUNCTION_HE.WLA	915	.610	86.474
15 ROUTINE_NOISE.DEGRADE	864	.576	87.050
16 FUNCTION_FEBA.BAND	852	.568	87.617
17 PROCESS_SHOOT.OUT	838	.559	88.176
18 ROUTINE_OUTPUT.ATTRITION	808	.539	88.715
19 PROCESS_ASSESSMENT	792	.528	89.243
20 ROUTINE_EST.COVERAGE	744	.496	89.739
21 ROUTINE_WEIGHTED.VOLLEYS	744	.496	90.235
22 ROUTINE_NORMAL.F	740	.493	90.728
23 ROUTINE_VOLLEY	694	.463	91.190
24 EVENT_CFR.ACTIVATION	692	.461	91.652
25 ROUTINE_COMPARE.TRS	632	.421	92.073
26 ROUTINE_TIME.REQ	602	.401	92.474
27 ROUTINE_TARGET.ANALYSIS	579	.386	92.860
28 ROUTINE_HE.OR.ICM.COMPUTATION	461	.307	93.167
29 ROUTINE_MARGINAL.EFFECTS.ADJ	440	.293	93.461
30 ROUTINE_CHK.COMP.TR	420	.280	93.741
31 ROUTINE_CHK.FD.TR	420	.280	94.021
32 ROUTINE_FA.BN.ASGN	391	.261	94.281
33 ROUTINE_JOHNSON.CRITERIA	382	.255	94.536
34 ROUTINE_PROB.INF	382	.255	94.791
35 ROUTINE_PROB.TIME	382	.255	95.045
36 ROUTINE_SEARCH	382	.255	95.300
37 ROUTINE_GET.TERRAIN	379	.253	95.553
38 FUNCTION_ICM.WLA	374	.249	95.802
39 PROCESS_TARGET.REPORT	317	.211	96.013
40 ROUTINE_CONTRAST.TO.FREQ	281	.187	96.200
41 ROUTINE_FDC.TR.ENQ	281	.187	96.388
42 ROUTINE_FDC.TR.DEQ	279	.186	96.574
43 ROUTINE_FINISH.COMPUTATION	279	.186	96.760
44 ROUTINE_REM.EFFECTS.COMPUTATION	252	.168	96.928
45 ROUTINE_CFR.DETECTION	244	.163	97.090
46 PROCESS_FIRE.MISSION	242	.161	97.252
47 ROUTINE_BTRY.FM.ENQ	242	.161	97.413
48 ROUTINE_BTRY.FM.DEQ	229	.153	97.566
49 ROUTINE_DEQ.FEBA.SET	212	.141	97.707
50 ROUTINE_ENQ.FEBA.SET	210	.140	97.847
51 ROUTINE_FA.BN.MOVEMENT	209	.139	97.986
52 ROUTINE_GAMMA.F	194	.129	98.116
53 ROUTINE_TIME.TO.DETECT	184	.123	98.238

54	ROUTINE_BTRY.EFFECTS	160	.107	98.345
55	ROUTINE_UNIT.ENVIR	160	.107	98.452
	EVENT_UPDATE.LOC	136	.091	98.542
	ROUTINE_FD.EFFECTS.REQ	132	.088	98.630
	FUNCTION_EST.TR.RANGE	129	.086	98.716
59	ROUTINE_PROXIMITY.REQ	129	.086	98.802
60	EVENT_PDB.OPERATOR	120	.080	98.882
61	ROUTINE_EST.MIL.WORTH	109	.073	98.955
62	ROUTINE_MRT.TO.FREQ	101	.067	99.022
63	ROUTINE_TEMPERATURE.ATTENUATION	101	.067	99.089
64	EVENT_CFR.OPERATOR	88	.059	99.148
65	ROUTINE_CHECK.ENGAGEMENT	84	.056	99.204
66	EVENT_ARTY.OCCUPATION	83	.055	99.259
67	EVENT_STOP.ARTY.MOVEMENT	80	.053	99.313
68	ROUTINE_COPY	80	.053	99.366
69	ROUTINE_CFR.DEGRADE	62	.041	99.407
70	ROUTINE_CHECK.FOR.MINES	60	.040	99.447
71	EVENT_START.ARTY.MOVEMENT	49	.033	99.480
72	ROUTINE_WEIBULL.F	49	.033	99.513
73	PROCESS_ARTY.ASSESS	47	.031	99.544
74	EVENT_CFR.OFF	44	.029	99.573
75	EVENT_CFR.ON	43	.029	99.602
76	ROUTINE_CAS.EVAL	41	.027	99.629
77	ROUTINE_ANGLE.COMPUTE	38	.025	99.655
78	ROUTINE_COMBINE.TRS	35	.023	99.678
79	ROUTINE_MIN.MOVE	31	.021	99.699
80	ROUTINE_DUST.EFFECTS	28	.019	99.717
81	ROUTINE_LOCATE.SEARCH.AREA	27	.018	99.735
82	ROUTINE_EXPONENTIAL.F	21	.014	99.749
83	EVENT_GET.NX.ORD	19	.013	99.762
84	ROUTINE_DECIDE	19	.013	99.775
85	EVENT_MOVE	18	.012	99.787
86	ROUTINE_CHANGE.LOC	18	.012	99.799
87	ROUTINE_LOS.CHECK	18	.012	99.811
88	PROCESS_HOW.REPAIR	17	.011	99.822
89	ROUTINE_COMPUTE.WD	17	.011	99.833
90	ROUTINE_REQUEST.SMOKE	17	.011	99.845
91	ROUTINE_NEW.SEGMENT	12	.008	99.853
92	ROUTINE_POSITION	12	.008	99.861
93	ROUTINE_SEGMENT.ADJUST	12	.008	99.869
94	EVENT_START.MOVE	11	.007	99.876
95	EVENT_ACT.DEF	10	.007	99.883
96	ROUTINE_CHECK.FORCE	10	.007	99.889
97	EVENT_ENGAGEMENT	9	.006	99.895
98	ROUTINE_REQUEST.ILLUM	9	.006	99.901
99	PROCESS_WITH.DRAW	8	.005	99.907
100	ROUTINE_PREP.WITHDRAW	8	.005	99.912
101	ROUTINE_REQUEST.WD.FASCAM	8	.005	99.917
102	EVENT_ACT.MOVDIS	6	.004	99.921
103	ROUTINE_BLOCK.LOS	6	.004	99.925
104	ROUTINE_CHECK.DEAD	6	.004	99.929
105	ROUTINE_REQUEST.DEF.FASCAM	6	.004	99.933
106	ROUTINE_TERM.CHECK	6	.004	99.937
107	EVENT_ACT.MOVCOR	5	.003	99.941
108	ROUTINE_CHECK.PROX	5	.003	99.944
109	ROUTINE_CHECK.STREN	5	.003	99.947
110	ROUTINE_END.MOVE	5	.003	99.951
111	ROUTINE_HEADING	5	.003	99.954
112	ROUTINE_PROX.POS	5	.003	99.957

113	ROUTINE_SWITCH.FO	5	.003	99.961
114	ROUTINE_WHAT.NEXT	5	.003	99.964
115	ROUTINE_CREATE.FORCE	4	.003	99.967
116	ROUTINE_UNIT.ASSIGNMENT	4	.003	99.969
117	ROUTINE_UNIT.PRIORITY	4	.003	99.972
118	EVENT_BTL.ENDED	3	.002	99.974
119	ROUTINE_CHECK.LIST	3	.002	99.976
120	ROUTINE_DEAD.UNIT	3	.002	99.978
121	ROUTINE_EMPTY	3	.002	99.980
122	ROUTINE_FIN.BATTLE	3	.002	99.982
123	EVENT_ACT.ATK	2	.001	99.983
124	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.001	99.985
125	EVENT_START.BATTLE	2	.001	99.986
126	ROUTINE_ADJUST	2	.001	99.987
127	ROUTINE_DESTROY.ORD	2	.001	99.989
128	ROUTINE_DQ.CMSN.QUEUE	2	.001	99.990
129	ROUTINE_GENERAL.BATTLE	2	.001	99.991
130	ROUTINE_INITIAL.DETECT	2	.001	99.993
131	ROUTINE_INITIAL.MOVE	2	.001	99.994
132	ROUTINE_LINE.OF.SIGHT	2	.001	99.995
133	ROUTINE_ORIENTATION	2	.001	99.997
134	ROUTINE_PREPARE.LIST	2	.001	99.998
135	EVENT_CHANGE.LITE	1	+7.E-04	99.999
136	EVENT_CHANGE.WEATHER	1	+7.E-04	99.999
137	ROUTINE_COMPUTE.D	1	+7.E-04	100.000
138	''PROGRAM''_MAIN	0	0.	100.000
139	EVENT_ACT.REINF	0	0.	100.000
140	EVENT_AD.ENGAGEMENT	0	0.	100.000
141	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
142	EVENT_END.SIMULATION	0	0.	100.000
143	EVENT_FEBA.SORTIE	0	0.	100.000
144	EVENT_HC.DEPART.BATTLE	0	0.	100.000
145	EVENT_HELO.ENGAGEMENT	0	0.	100.000
146	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
147	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
148	EVENT_POSITION.REPORT	0	0.	100.000
149	EVENT_SEND.TEAM	0	0.	100.000
150	EVENT_SET.DEBUG	0	0.	100.000
151	FUNCTION_AR.PROB.DETECT	0	0.	100.000
152	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
153	FUNCTION_COLLISION	0	0.	100.000
154	FUNCTION_STAY.TIME	0	0.	100.000
155	PROCESS_AC.ATK.TGT	0	0.	100.000
156	PROCESS_AIR.OBSERVER	0	0.	100.000
157	PROCESS_AIRBORNE.RADAR	0	0.	100.000
158	PROCESS_CAS.MISSION	0	0.	100.000
159	PROCESS_FORWARD.OBSERVER	0	0.	100.000
160	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
161	PROCESS_HC.RETURN.FARRP	0	0.	100.000
162	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
163	PROCESS_HELICOPTER.FIRE	0	0.	100.000
164	PROCESS_MINE.ASSESS	0	0.	100.000
165	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
166	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
167	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
168	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
169	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
170	ROUTINE_AD.SHOOT	0	0.	100.000
171	ROUTINE_AMMO.RPT	0	0.	100.000

172	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
173	ROUTINE_AO.DETECTION	0	0.	100.000
174	ROUTINE_AR.DETECTION	0	0.	100.000
175	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
176	ROUTINE_BETWEEN ROUTINE	0	0.	100.000
177	ROUTINE_BTL.CHECK	0	0.	100.000
178	ROUTINE_BTRY.INPUT	0	0.	100.000
179	ROUTINE_CAT.TU.INPUT	0	0.	100.000
180	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
181	ROUTINE_CREATE.TEAMS	0	0.	100.000
182	ROUTINE_DECISION.INPUT	0	0.	100.000
183	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
184	ROUTINE_END.CAS.MISSION	0	0.	100.000
185	ROUTINE_EQ.TE.INPUT	0	0.	100.000
186	ROUTINE_ERROR.STOP	0	0.	100.000
187	ROUTINE_FARRP.CHECK	0	0.	100.000
188	ROUTINE_FARRP.INPUT	0	0.	100.000
189	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
190	ROUTINE_FBN.FD.INPUT	0	0.	100.000
191	ROUTINE_FEBA.INITIAL	0	0.	100.000
192	ROUTINE_FILE.FD.SCHD	0	0.	100.000
193	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
194	ROUTINE_FIND.START.TIME	0	0.	100.000
195	ROUTINE_FLIGHT.PATH	0	0.	100.000
196	ROUTINE_FORM.TF.LIST	0	0.	100.000
197	ROUTINE_FORPOSITION.OUT	0	0.	100.000
198	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
199	ROUTINE_HC.DISENGAGE	0	0.	100.000
200	ROUTINE_HC.EMPTY	0	0.	100.000
201	ROUTINE_HE.LA.INPUT	0	0.	100.000
202	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
203	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
204	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
205	ROUTINE_ILLUM.INPUT	0	0.	100.000
206	ROUTINE_INIT.REINF	0	0.	100.000
207	ROUTINE_INTER.BATTLE	0	0.	100.000
208	ROUTINE_INTER.HELO	0	0.	100.000
209	ROUTINE_KV.INPUT	0	0.	100.000
210	ROUTINE_KV.PRINT	0	0.	100.000
211	ROUTINE_KV.SCOREBOARD	0	0.	100.000
212	ROUTINE_LINE.CIRCLE	0	0.	100.000
213	ROUTINE_MADS.INPUT	0	0.	100.000
214	ROUTINE_MAIN1	0	0.	100.000
215	ROUTINE_MAIN2	0	0.	100.000
216	ROUTINE_MAIN3	0	0.	100.000
217	ROUTINE_MAO.INPUT	0	0.	100.000
218	ROUTINE_MCFR.INPUT	0	0.	100.000
219	ROUTINE_MFO.INPUT	0	0.	100.000
220	ROUTINE_MINE.DELAY	0	0.	100.000
221	ROUTINE_MINE.EFFECTS	0	0.	100.000
222	ROUTINE_MINE.INPUT	0	0.	100.000
223	ROUTINE_MPDB.INPUT	0	0.	100.000
224	ROUTINE_MUNS.INPUT	0	0.	100.000
225	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
226	ROUTINE_ORD.ATK	0	0.	100.000
227	ROUTINE_ORD.DEF	0	0.	100.000
228	ROUTINE_ORD.MOVCOR	0	0.	100.000
229	ROUTINE_ORD.MOVDIS	0	0.	100.000
230	ROUTINE_ORD.REINF	0	0.	100.000

231	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
232	ROUTINE_P.E.M.INPUT	0	0.	100.000
233	ROUTINE_PGM.INPUT	0	0.	100.000
234	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
235	ROUTINE_PIR.DETECTION	0	0.	100.000
236	ROUTINE_PK.INPUT	0	0.	100.000
237	ROUTINE_PLAT.COUNT	0	0.	100.000
238	ROUTINE_PRED.POS	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 150018

CPU USAGE FOR SIMULATED HOUR 18. = 525.58 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 19. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	43072	25.102	25.102
2 FUNCTION_ACT.RANGE	27717	16.153	41.255
3 ROUTINE_RANGE.COMPUTE	21756	12.679	53.935
4 ROUTINE_PROX.CHECK	21536	12.551	66.486
5 ROUTINE_FRAC.COMPUTE	13520	7.879	74.365
6 ROUTINE_SIZE.ESTIMATE	6926	4.036	78.402
7 ROUTINE_FINAL.COVERAGE	2892	1.685	80.087
8 ROUTINE_LOCATE.SECTOR	2711	1.580	81.667
9 ROUTINE_PDB.DETECTION	2294	1.337	83.004
10 EVENT_PDB.ACTIVATION	1761	1.026	84.030
11 ROUTINE_FO.DETECTION	1620	.944	84.974
12 FUNCTION_COMBINATIONS	1502	.875	85.850
13 FUNCTION_EST.RANGE	1402	.817	86.667
14 ROUTINE_NOISE.DEGRADE	1143	.666	87.333
15 FUNCTION_HE.WLA	1000	.583	87.916
16 PROCESS_SHOOT.OUT	937	.546	88.462
17 FUNCTION_FEBA.BAND	892	.520	88.982
18 ROUTINE_VOLLEY	883	.515	89.496
19 EVENT_CFR.ACTIVATION	880	.513	90.009
20 ROUTINE_JOHNSON.CRITERIA	836	.487	90.496
21 ROUTINE_PROB.INF	836	.487	90.984
22 ROUTINE_PROB.TIME	836	.487	91.471
23 ROUTINE_SEARCH	836	.487	91.958
24 ROUTINE_EST.COVERAGE	814	.474	92.432
25 ROUTINE_WEIGHTED.VOLLEYS	814	.474	92.907
26 ROUTINE_NORMAL.F	749	.437	93.343
27 ROUTINE_CONTRAST.TO.FREQ	722	.421	93.764
28 ROUTINE_OUTPUT.ATTRITION	687	.400	94.164
29 ROUTINE_COMPARE.TRS	589	.343	94.508
30 ROUTINE_TIME.REQ	562	.328	94.835
31 ROUTINE_TARGET.ANALYSIS	507	.295	95.131
32 ROUTINE_HE.OR.ICM.COMPUTATION	496	.289	95.420
33 ROUTINE_MARGINAL.EFFECTS.ADJ	472	.275	95.695
34 ROUTINE_GET.TERRAIN	448	.261	95.956
35 FUNCTION_ICM.WLA	411	.240	96.196
36 ROUTINE_FA.BN.ASGN	396	.231	96.426
37 ROUTINE_CHK.COMP.TR	364	.212	96.638
38 ROUTINE_CHK.FD.TR	363	.212	96.850
39 PROCESS_FIRE.MISSION	295	.172	97.022
40 ROUTINE_BTRY.FM.ENQ	295	.172	97.194
41 ROUTINE_REM.EFFECTS.COMPUTATION	288	.168	97.362
42 PROCESS_TARGET.REPORT	276	.161	97.523
43 ROUTINE_CFR.DETECTION	274	.160	97.682
44 ROUTINE_BTRY.FM.DEQ	267	.156	97.838
45 ROUTINE_FDC.TR.DEQ	255	.149	97.986
46 ROUTINE_FINISH.COMPUTATION	255	.149	98.135
47 ROUTINE_FDC.TR.ENQ	247	.144	98.279
48 ROUTINE_BTRY.EFFECTS	202	.118	98.397
49 ROUTINE_UNIT.ENVIR	202	.118	98.514
50 ROUTINE_FA.BN.MOVEMENT	184	.107	98.622
51 ROUTINE_TIME.TO.DETECT	180	.105	98.727
52 ROUTINE_GAMMA.F	148	.086	98.813
53 EVENT_PDB.OPERATOR	120	.070	98.883

54	ROUTINE_FD.EFFECTS.REQ	117	.068	98.951
55	ROUTINE_MRT.TO.FREQ	114	.066	99.017
56	ROUTINE_TEMPERATURE.ATTENUATION	114	.066	99.084
57	FUNCTION_EST.TR.RANGE	103	.060	99.144
58	ROUTINE_PROXIMITY.REQ	103	.060	99.204
59	PROCESS_ARTY.ASSESS	99	.058	99.262
60	ROUTINE_COPY	89	.052	99.313
61	ROUTINE_EST.MIL.WORTH	82	.048	99.361
62	ROUTINE_DUST.EFFECTS	66	.038	99.400
63	EVENT_CFR.OPERATOR	62	.036	99.436
64	ROUTINE_CHECK.ENGAGEMENT	62	.036	99.472
65	ROUTINE_DEQ.FEBA.SET	61	.036	99.508
66	ROUTINE_ENQ.FEBA.SET	60	.035	99.543
67	ROUTINE_CFR.DEGRADE	54	.031	99.574
68	EVENT_STOP.ARTY.MOVEMENT	52	.030	99.604
69	EVENT_ARTY.OCCUPATION	51	.030	99.634
70	EVENT_CFR.OFF	44	.026	99.660
71	EVENT_CFR.ON	44	.026	99.685
72	ROUTINE_CHECK.FOR.MINES	43	.025	99.710
73	EVENT_START.ARTY.MOVEMENT	42	.024	99.735
74	ROUTINE_ANGLE.COMPUTE	35	.020	99.755
75	ROUTINE_WEIBULL.F	33	.019	99.774
76	ROUTINE_BLOCK.LOS	30	.017	99.792
77	ROUTINE_MIN.MOVE	26	.015	99.807
78	ROUTINE_COMBINE.TRS	25	.015	99.822
79	EVENT_MOVE	22	.013	99.834
80	ROUTINE_CHANGE.LOC	22	.013	99.847
81	ROUTINE_LOS.CHECK	22	.013	99.860
82	ROUTINE_SEGMENT.ADJUST	21	.012	99.872
83	ROUTINE_COMPUTE.D	20	.012	99.884
84	PROCESS_HOW.REPAIR	19	.011	99.895
85	ROUTINE_LOCATE.SEARCH.AREA	15	.009	99.904
86	ROUTINE_NEW.SEGMENT	15	.009	99.913
87	ROUTINE_POSITION	15	.009	99.921
88	ROUTINE_REQUEST.SMOKE	15	.009	99.930
89	EVENT_ENGAGEMENT	14	.008	99.938
90	ROUTINE_REQUEST.ILLUM	14	.008	99.946
91	ROUTINE_EXPONENTIAL.F	13	.008	99.954
92	ROUTINE_REQUEST.DEF.FASCAM	13	.008	99.962
93	ROUTINE_PRED.POS	8	.005	99.966
94	ROUTINE_CHECK.FORCE	5	.003	99.969
95	EVENT_GET.NX.ORD	4	.002	99.971
96	ROUTINE_DECIDE	4	.002	99.974
97	EVENT_ACT.DEF	2	.001	99.975
98	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.001	99.976
99	EVENT_UPDATE.LOC	2	.001	99.977
100	ROUTINE_CHECK.DEAD	2	.001	99.978
101	ROUTINE_COMPUTE.WD	2	.001	99.980
102	ROUTINE_CREATE.FORCE	2	.001	99.981
103	ROUTINE_HEADING	2	.001	99.982
104	ROUTINE_SWITCH.FO	2	.001	99.983
105	ROUTINE_UNIT.ASSIGNMENT	2	.001	99.984
106	ROUTINE_UNIT.PRIORITY	2	.001	99.985
107	ROUTINE_WHAT.NEXT	2	.001	99.987
108	EVENT_ACT.ATK	1	+6.E-04	99.987
109	EVENT_ACT.MOVCOR	1	+6.E-04	99.988
110	EVENT_BTL.ENDED	1	+6.E-04	99.988
111	EVENT_START.BATTLE	1	+6.E-04	99.989
112	EVENT_START.MOVE	1	+6.E-04	99.990

113	PROCESS_WITH.DRAW	1	+6.E-04	99.990
114	ROUTINE_ADJUST	1	+6.E-04	99.991
115	ROUTINE_CHECK.LIST	1	+6.E-04	99.991
116	ROUTINE_CHECK.PROX	1	+6.E-04	99.992
117	ROUTINE_CHECK.STREN	1	+6.E-04	99.992
118	ROUTINE_EMPTY	1	+6.E-04	99.993
119	ROUTINE_END.MOVE	1	+6.E-04	99.994
120	ROUTINE_FIN.BATTLE	1	+6.E-04	99.994
121	ROUTINE_GENERAL.BATTLE	1	+6.E-04	99.995
122	ROUTINE_INITIAL.DETECT	1	+6.E-04	99.995
123	ROUTINE_INITIAL.MOVE	1	+6.E-04	99.996
124	ROUTINE_LINE.OF.SIGHT	1	+6.E-04	99.997
125	ROUTINE_ORIENTATION	1	+6.E-04	99.997
126	ROUTINE_PREP.WITHDRAW	1	+6.E-04	99.998
127	ROUTINE_PREPARE.LIST	1	+6.E-04	99.998
128	ROUTINE_PROX.POS	1	+6.E-04	99.999
129	ROUTINE_REQUEST.WD.FASCAM	1	+6.E-04	99.999
130	ROUTINE_TERM.CHECK	1	+6.E-04	100.000
131	''PROGRAM''_MAIN	0	0.	100.000
132	EVENT_ACT.MOVDIS	0	0.	100.000
133	EVENT_ACT.REINF	0	0.	100.000
134	EVENT_AD.ENGAGEMENT	0	0.	100.000
135	EVENT_CHANGE.LITE	0	0.	100.000
136	EVENT_CHANGE.WEATHER	0	0.	100.000
137	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
138	EVENT_END.SIMULATION	0	0.	100.000
139	EVENT_FEBA.SORTIE	0	0.	100.000
140	EVENT_HC.DEPART.BATTLE	0	0.	100.000
141	EVENT_HELO.ENGAGEMENT	0	0.	100.000
142	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
143	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
144	EVENT_POSITION.REPORT	0	0.	100.000
145	EVENT_SEND.TEAM	0	0.	100.000
146	EVENT_SET.DEBUG	0	0.	100.000
147	FUNCTION_AR.PROB.DETECT	0	0.	100.000
148	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
149	FUNCTION_COLLISION	0	0.	100.000
150	FUNCTION_STAY.TIME	0	0.	100.000
151	PROCESS_AC.ATK.TGT	0	0.	100.000
152	PROCESS_AIR.OBSERVER	0	0.	100.000
153	PROCESS_AIRBORNE.RADAR	0	0.	100.000
154	PROCESS_ASSESSMENT	0	0.	100.000
155	PROCESS_CAS.MISSION	0	0.	100.000
156	PROCESS_FORWARD.OBSERVER	0	0.	100.000
157	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
158	PROCESS_HC.RETURN.FARRP	0	0.	100.000
159	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
160	PROCESS_HELICOPTER.FIRE	0	0.	100.000
161	PROCESS_MINE.ASSESS	0	0.	100.000
162	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
163	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
164	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
165	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
166	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
167	ROUTINE_AD.SHOOT	0	0.	100.000
168	ROUTINE_AMMO.RPT	0	0.	100.000
169	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
170	ROUTINE_AO.DETECTION	0	0.	100.000
171	ROUTINE_AR.DETECTION	0	0.	100.000

	[illegible] ATTRIT.SENSOR	0	0.	100.000
	[illegible]_BETWEEN.ROUTINE	0	0.	100.000
	[illegible]TINE_BTL.CHECK	0	0.	100.000
175	ROUTINE_BTRY.INPUT	0	0.	100.000
176	ROUTINE_CAS.EVAL	0	0.	100.000
177	ROUTINE_CAT.TU.INPUT	0	0.	100.000
178	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
179	ROUTINE_CREATE.TEAMS	0	0.	100.000
180	ROUTINE_DEAD.UNIT	0	0.	100.000
181	ROUTINE_DECISION.INPUT	0	0.	100.000
182	ROUTINE_DESTROY.ORD	0	0.	100.000
183	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
184	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
185	ROUTINE_END.CAS.MISSION	0	0.	100.000
186	ROUTINE_EQ.TE.INPUT	0	0.	100.000
187	ROUTINE_ERROR.STOP	0	0.	100.000
188	ROUTINE_FARRP.CHECK	0	0.	100.000
189	ROUTINE_FARRP.INPUT	0	0.	100.000
190	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
191	ROUTINE_FBN.FD.INPUT	0	0.	100.000
192	ROUTINE_FEBA.INITIAL	0	0.	100.000
193	ROUTINE_FILE.FD.SCHD	0	0.	100.000
194	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
195	ROUTINE_FIND.START.TIME	0	0.	100.000
196	ROUTINE_FLIGHT.PATH	0	0.	100.000
197	ROUTINE_FORM.TF.LIST	0	0.	100.000
198	ROUTINE_FORPOSITION.OUT	0	0.	100.000
199	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
200	ROUTINE_HC.DISENGAGE	0	0.	100.000
201	ROUTINE_HC.EMPTY	0	0.	100.000
202	ROUTINE_HE.LA.INPUT	0	0.	100.000
203	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
204	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
205	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
206	ROUTINE_ILLUM.INPUT	0	0.	100.000
207	ROUTINE_INIT.REINF	0	0.	100.000
208	ROUTINE_INTER.BATTLE	0	0.	100.000
209	ROUTINE_INTER.HELO	0	0.	100.000
210	ROUTINE_KV.INPUT	0	0.	100.000
211	ROUTINE_KV.PRINT	0	0.	100.000
212	ROUTINE_KV.SCOREBOARD	0	0.	100.000
213	ROUTINE_LINE.CIRCLE	0	0.	100.000
214	ROUTINE_MADS.INPUT	0	0.	100.000
215	ROUTINE_MAIN1	0	0.	100.000
216	ROUTINE_MAIN2	0	0.	100.000
217	ROUTINE_MAIN3	0	0.	100.000
218	ROUTINE_MAO.INPUT	0	0.	100.000
219	ROUTINE_MCFR.INPUT	0	0.	100.000
220	ROUTINE_MFO.INPUT	0	0.	100.000
221	ROUTINE_MINE.DELAY	0	0.	100.000
222	ROUTINE_MINE.EFFECTS	0	0.	100.000
223	ROUTINE_MINE.INPUT	0	0.	100.000
224	ROUTINE_MPDB.INPUT	0	0.	100.000
225	ROUTINE_MUNS.INPUT	0	0.	100.000
226	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
227	ROUTINE_ORD.ATK	0	0.	100.000
228	ROUTINE_ORD.DEF	0	0.	100.000
229	ROUTINE_ORD.MOVCOR	0	0.	100.000
230	ROUTINE_ORD.MOVDIS	0	0.	100.000

231	ROUTINE_ORD.REINF	0	0.	100.000
232	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
233	ROUTINE_P.E.M.INPUT	0	0.	100.000
234	ROUTINE_PGM.INPUT	0	0.	100.000
235	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 171587

CPU USAGE FOR SIMULATED HOUR 19. = 513.79 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 20.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	22988	33.443	33.443
2 ROUTINE_FRAC.COMPUTE	13000	18.913	52.356
3 ROUTINE_SIZE.ESTIMATE	4960	7.216	59.572
4 ROUTINE_FINAL.COVERAGE	3049	4.436	64.008
5 ROUTINE_LOCATE.SECTOR	2379	3.461	67.469
6 ROUTINE_PDB.DETECTION	2054	2.988	70.457
7 EVENT_PDB.ACTIVATION	1629	2.370	72.827
8 ROUTINE_NOISE.DEGRADE	1032	1.501	74.328
9 FUNCTION_COMBINATIONS	886	1.289	75.617
10 EVENT_CFR.ACTIVATION	813	1.183	76.800
11 FUNCTION_EST.RANGE	813	1.183	77.983
12 ROUTINE_VOLLEY	811	1.180	79.163
13 ROUTINE_OUTPUT.ATTRITION	771	1.122	80.284
14 FUNCTION_HE.WLA	767	1.116	81.400
15 ROUTINE_PK.COMPUTE	752	1.094	82.494
16 ROUTINE_FO.DETECTION	751	1.093	83.587
17 FUNCTION_FEBA.BAND	691	1.005	84.592
18 ROUTINE_EST.COVERAGE	663	.965	85.557
19 ROUTINE_WEIGHTED.VOLLEYS	663	.965	86.521
20 ROUTINE_RANGE.COMPUTE	576	.838	87.359
21 ROUTINE_NORMAL.F	453	.659	88 018
22 ROUTINE_GET.TERRAIN	436	.634	88.652
23 ROUTINE_HE.OR.ICM.COMPUTATION	388	.564	89.217
24 ROUTINE_MARGINAL.EFFECTS.ADJ	384	.559	89.776
25 ROUTINE_PROX.CHECK	376	.547	90.323
26 FUNCTION_ICM.WLA	348	.506	90.829
27 ROUTINE_FA.BN.ASGN	303	.441	91.270
28 ROUTINE_TARGET.ANALYSIS	283	.412	91.681
29 ROUTINE_CFR.DETECTION	278	.404	92.086
30 ROUTINE_BTRY.FM.DEQ	276	.402	92.487
31 ROUTINE_REM.EFFECTS.COMPUTATION	251	.365	92.852
32 PROCESS_FIRE.MISSION	249	.362	93.215
33 ROUTINE_BTRY.FM.ENQ	249	.362	93.577
34 ROUTINE_CHK.COMP.TR	232	.338	93.914
35 ROUTINE_CHK.FD.TR	232	.338	94.252
36 ROUTINE_GAMMA.F	218	.317	94.569
37 PROCESS_SHOOT.OUT	211	.307	94.876
38 ROUTINE_COMPARE.TRS	206	.300	95.176
39 ROUTINE_FDC.TR.DEQ	205	.298	95.474
40 ROUTINE_FINISH.COMPUTATION	205	.298	95.772
41 ROUTINE_TIME.REQ	199	.290	96.062
42 ROUTINE_BTRY.EFFECTS	195	.284	96.345
43 ROUTINE_UNIT.ENVIR	195	.284	96.629
44 ROUTINE_FA.BN.MOVEMENT	180	.262	96.891
45 PROCESS_TARGET.REPORT	158	.230	97.121
46 ROUTINE_FDC.TR.ENQ	151	.220	97.341
47 ROUTINE_DEQ.FEBA.SET	135	.196	97.537
48 ROUTINE_ENQ.FEBA.SET	133	.193	97.730
49 EVENT_PDB.OPERATOR	120	.175	97.905
50 ROUTINE_TIME.TO.DETECT	104	.151	98.056
51 ROUTINE_CHECK.ENGAGEMENT	86	.125	98.181
52 EVENT_UPDATE.LOC	85	.124	98.305
53 ROUTINE_FD.EFFECTS.REQ	67	.097	98.403

54	ROUTINE_COPY	65	.095	98.497
55	ROUTINE_EST.MIL.WORTH	61	.089	98.586
56	ROUTINE_JOHNSON.CRITERIA	58	.084	98.670
57	ROUTINE_PROB.INF	58	.084	98.755
58	ROUTINE_PROB.TIME	58	.084	98.839
59	ROUTINE_SEARCH	58	.084	98.923
60	ROUTINE_WEIBULL.F	50	.073	98.996
61	EVENT_ARTY.OCCUPATION	49	.071	99.067
62	ROUTINE_CHECK.FOR.MINES	48	.070	99.137
63	EVENT_CFR.ON	46	.067	99.204
64	EVENT_STOP.ARTY.MOVEMENT	46	.067	99.271
65	EVENT_CFR.OFF	45	.065	99.337
66	EVENT_START.ARTY.MOVEMENT	45	.065	99.402
67	ROUTINE_CONTRAST.TO.FREQ	32	.047	99.449
68	ROUTINE_LOCATE.SEARCH.AREA	31	.045	99.494
69	EVENT_CFR.OPERATOR	28	.041	99.534
70	FUNCTION_EST.TR.RANGE	27	.039	99.574
71	ROUTINE_PROXIMITY.REQ	27	.039	99.613
72	ROUTINE_MRT.TO.FREQ	26	.038	99.651
73	ROUTINE_TEMPERATURE.ATTENUATION	26	.038	99.689
74	ROUTINE_CFR.DEGRADE	25	.036	99.725
75	PROCESS_ARTY.ASSESS	24	.035	99.760
76	ROUTINE_EXPONENTIAL.F	21	.031	99.791
77	PROCESS_HOW.REPAIR	19	.028	99.818
78	ROUTINE_NEW.SEGMENT	13	.019	99.837
79	ROUTINE_DUST.EFFECTS	10	.015	99.852
80	ROUTINE_COMBINE.TRS	7	.010	99.862
81	EVENT_MOVE	6	.009	99.871
82	ROUTINE_CHANGE.LOC	6	.009	99.879
83	ROUTINE_COMPUTE.WD	6	.009	99.888
84	ROUTINE_LOS.CHECK	6	.009	99.897
85	ROUTINE_MIN.MOVE	6	.009	99.905
86	ROUTINE_CHECK.FORCE	5	.007	99.913
87	ROUTINE_DECIDE	5	.007	99.920
88	EVENT_GET.NX.ORD	4	.006	99.926
89	ROUTINE_CHECK.PROX	4	.006	99.932
90	EVENT_ACT.DEF	3	.004	99.936
91	EVENT_START.MOVE	3	.004	99.940
92	PROCESS_WITH.DRAW	3	.004	99.945
93	ROUTINE_POSITION	3	.004	99.949
94	ROUTINE_PREP.WITHDRAW	3	.004	99.953
95	ROUTINE_REQUEST.SMOKE	3	.004	99.958
96	ROUTINE_REQUEST.WD.FASCAM	3	.004	99.962
97	ROUTINE_SEGMENT.ADJUST	3	.004	99.967
98	ROUTINE_TERM.CHECK	3	.004	99.971
99	EVENT_ACT.MOVDIS	2	.003	99.974
100	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.003	99.977
101	ROUTINE_CHECK.DEAD	2	.003	99.980
102	ROUTINE_DEAD.UNIT	2	.003	99.983
103	ROUTINE_END.MOVE	2	.003	99.985
104	ROUTINE_WHAT.NEXT	2	.003	99.988
105	EVENT_ACT.MOVCOR	1	.001	99.990
106	EVENT_BTL.ENDED	1	.001	99.991
107	EVENT_CHANGE.WEATHER	1	.001	99.993
108	ROUTINE_DQ.CMSN.QUEUE	1	.001	99.994
109	ROUTINE_EMPTY	1	.001	99.996
110	ROUTINE_FIN.BATTLE	1	.001	99.997
111	ROUTINE_HEADING	1	.001	99.999
112	ROUTINE_SWITCH.FO	1	.001	100.000

	MAIN	0	0.	100.000
		0	0.	100.000
	REINF	0	0.	100.000
116	EVENT_AD.ENGAGEMENT	0	0.	100.000
117	EVENT_CHANGE_LITE	0	0.	100.000
118	EVENT_DQ.OLD_SORTIE_QUEUE	0	0.	100.000
119	EVENT_END.SIMULATION	0	0.	100.000
120	EVENT_ENGAGEMENT	0	0.	100.000
121	EVENT_FEBA.SORTIE	0	0.	100.000
122	EVENT_HC.DEPART.BATTLE	0	0.	100.000
123	EVENT_HELO.ENGAGEMENT	0	0.	100.000
124	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
125	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
126	EVENT_POSITION.REPORT	0	0.	100.000
127	EVENT_SEND.TEAM	0	0.	100.000
128	EVENT_SET.DEBUG	0	0.	100.000
129	EVENT_START.BATTLE	0	0.	100.000
130	FUNCTION_AR.PROB.DETECT	0	0.	100.000
131	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
132	FUNCTION_COLLISION	0	0.	100.000
133	FUNCTION_STAY.TIME	0	0.	100.000
134	PROCESS_AC.ATK.TGT	0	0.	100.000
135	PROCESS_AIR.OBSERVER	0	0.	100.000
136	PROCESS_AIRBORNE.RADAR	0	0.	100.000
137	PROCESS_ASSESSMENT	0	0.	100.000
138	PROCESS_CAS.MISSION	0	0.	100.000
139	PROCESS_FORWARD.OBSERVER	0	0.	100.000
140	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
141	PROCESS_HC.RETURN.FARRP	0	0.	100.000
142	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
143	PROCESS_HELICOPTER.FIRE	0	0.	100.000
144	PROCESS_MINE.ASSESS	0	0.	100.000
145	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
146	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
147	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
148	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
149	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
150	ROUTINE_AD.SHOOT	0	0.	100.000
151	ROUTINE_ADJUST	0	0.	100.000
152	ROUTINE_AMMO.RPT	0	0.	100.000
153	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
154	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
155	ROUTINE_AO.DETECTION	0	0.	100.000
156	ROUTINE_AR.DETECTION	0	0.	100.000
157	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
158	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
159	ROUTINE_BLOCK.LOS	0	0.	100.000
160	ROUTINE_BTL.CHECK	0	0.	100.000
161	ROUTINE_BTRY.INPUT	0	0.	100.000
162	ROUTINE_CAS.EVAL	0	0.	100.000
163	ROUTINE_CAT.TU.INPUT	0	0.	100.000
164	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
165	ROUTINE_CHECK.LIST	0	0.	100.000
166	ROUTINE_CHECK.STREN	0	0.	100.000
167	ROUTINE_COMPUTE.D	0	0.	100.000
168	ROUTINE_CREATE.FORCE	0	0.	100.000
169	ROUTINE_CREATE.TEAMS	0	0.	100.000
170	ROUTINE_DECISION.INPUT	0	0.	100.000
171	ROUTINE_DESTROY.ORD	0	0.	100.000

172	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
173	ROUTINE_END.CAS.MISSION	0	0.	100.000
174	ROUTINE_EQ.TE.INPUT	0	0.	100.000
175	ROUTINE_ERROR.STOP	0	0.	100.000
176	ROUTINE_FARRP.CHECK	0	0.	100.000
177	ROUTINE_FARRP.INPUT	0	0.	100.000
178	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
179	ROUTINE_FBN.FD.INPUT	0	0.	100.000
180	ROUTINE_FEBA.INITIAL	0	0.	100.000
181	ROUTINE_FILE.FD.SCHD	0	0.	100.000
182	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
183	ROUTINE_FIND.START.TIME	0	0.	100.000
184	ROUTINE_FLIGHT.PATH	0	0.	100.000
185	ROUTINE_FORM.TF.LIST	0	0.	100.000
186	ROUTINE_FORPOSITION.OUT	0	0.	100.000
187	ROUTINE_GENERAL.BATTLE	0	0.	100.000
188	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
189	ROUTINE_HC.DISENGAGE	0	0.	100.000
190	ROUTINE_HC.EMPTY	0	0.	100.000
191	ROUTINE_HE.LA.INPUT	0	0.	100.000
192	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
193	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
194	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
195	ROUTINE_ILLUM.INPUT	0	0.	100.000
196	ROUTINE_INIT.REINF	0	0.	100.000
197	ROUTINE_INITIAL.DETECT	0	0.	100.000
198	ROUTINE_INITIAL.MOVE	0	0.	100.000
199	ROUTINE_INTER.BATTLE	0	0.	100.000
200	ROUTINE_INTER.HELO	0	0.	100.000
201	ROUTINE_KV.INPUT	0	0.	100.000
202	ROUTINE_KV.PRINT	0	0.	100.000
203	ROUTINE_KV.SCOREBOARD	0	0.	100.000
204	ROUTINE_LINE.CIRCLE	0	0.	100.000
205	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
206	ROUTINE_MADS.INPUT	0	0.	100.000
207	ROUTINE_MAIN1	0	0.	100.000
208	ROUTINE_MAIN2	0	0.	100.000
209	ROUTINE_MAIN3	0	0.	100.000
210	ROUTINE_MAO.INPUT	0	0.	100.000
211	ROUTINE_MCFR.INPUT	0	0.	100.000
212	ROUTINE_MFO.INPUT	0	0.	100.000
213	ROUTINE_MINE.DELAY	0	0.	100.000
214	ROUTINE_MINE.EFFECTS	0	0.	100.000
215	ROUTINE_M[illegible]E.INPUT	0	0.	100.000
216	ROUTINE_M[illegible]9.INPUT	0	0.	100.000
217	ROUTINE_M[illegible]S.INPUT	0	0.	100.000
218	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
219	ROUTINE_ORD.ATK	0	0.	100.000
220	ROUTINE_ORD.DEF	0	0.	100.000
221	ROUTINE_ORD.MOVCOR	0	0.	100.000
222	ROUTINE_ORD.MOVDIS	0	0.	100.000
223	ROUTINE_ORD.REINF	0	0.	100.000
224	ROUTINE_ORIENTATION	0	0.	100.000
225	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
226	ROUTINE_P.E.M.INPUT	0	0.	100.000
227	ROUTINE_PGM.INPUT	0	0.	100.000
228	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
229	ROUTINE_PIR.DETECTION	0	0.	100.000
230	ROUTINE_PK.INPUT	0	0.	100.000

231	ROUTINE_PLAT.COUNT	0	0.	100.000
232	ROUTINE_PRED.POS	0	0.	100.000
233	ROUTINE_PREPARE.LIST	0	0.	100.000
234	ROUTINE_PROX.POS	0	0.	100.000
235	ROUTINE_READ.ORDERS	0	0.	100.000
236	ROUTINE_REIN.ARRIVE	0	0.	100.000
237	ROUTINE_REPLACE.HC	0	0.	100.000
238	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
239	ROUTINE_REQUEST.FASCAM	0	0.	100.000
240	ROUTINE_REQUEST.ILLUM	0	0.	100.000
241	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
242	ROUTINE_RPV.DETECTION	0	0.	100.000
243	ROUTINE_RUL.EN.INPUT	0	0.	100.000
244	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
245	ROUTINE_SENSOR.INPUT	0	0.	100.000
246	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
247	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
248	ROUTINE_SMOKE.INPUT	0	0.	100.000
249	ROUTINE_SNAP.R	0	0.	100.000
250	ROUTINE_SNAP2	0	0.	100.000
251	ROUTINE_ST.INPUT	0	0.	100.000
252	ROUTINE_SUBM.INPUT	0	0.	100.000
253	ROUTINE_SYS.INPUT	0	0.	100.000
254	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
255	ROUTINE_TACAIR.INPUT	0	0.	100.000
256	ROUTINE_TB.INPUT	0	0.	100.000
257	ROUTINE_TBF.INPUT	0	0.	100.000
258	ROUTINE_TR.INPUT	0	0.	100.000
259	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
260	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
261	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
262	ROUTINE_UNIT.INPUT	0	0.	100.000
263	ROUTINE_UNIT.PRIORITY	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 68737

CPU USAGE FOR SIMULATED HOUR 20. = 268.32 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 21. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	74148	32.722	32.722
2 ROUTINE_RANGE.COMPUTE	38890	17.162	49.884
3 ROUTINE_PROX.CHECK	37074	16.361	66.245
4 FUNCTION_ACT.RANGE	24796	10.943	77.187
5 ROUTINE_FRAC.COMPUTE	14844	6.551	83.738
6 ROUTINE_SIZE.ESTIMATE	5232	2.309	86.047
7 ROUTINE_FINAL.COVERAGE	3659	1.615	87.662
8 ROUTINE_LOCATE.SECTOR	2663	1.175	88.837
9 ROUTINE_PDB.DETECTION	1984	.876	89.712
10 ROUTINE_TIME.TO.DETECT	1667	.736	90.448
11 EVENT_PDB.ACTIVATION	1642	.725	91.173
12 ROUTINE_FO.DETECTION	1038	.458	91.631
13 FUNCTION_COMBINATIONS	1002	.442	92.073
14 ROUTINE_OUTPUT.ATTRITION	989	.436	92.509
15 ROUTINE_NOISE.DEGRADE	986	.435	92.944
16 PROCESS_SHOOT.OUT	924	.408	93.352
17 ROUTINE_VOLLEY	825	.364	93.716
18 FUNCTION_EST.RANGE	824	.364	94.080
19 EVENT_CFR.ACTIVATION	823	.363	94.443
20 FUNCTION_HE.WLA	806	.356	94.799
21 ROUTINE_EST.COVERAGE	693	.306	95.105
22 ROUTINE_WEIGHTED.VOLLEYS	693	.306	95.410
23 FUNCTION_FEBA.BAND	691	.305	95.715
24 ROUTINE_NORMAL.F	569	.251	95.966
25 ROUTINE_GET.TERRAIN	432	.191	96.157
26 ROUTINE_HE.OR.ICM.COMPUTATION	392	.173	96.330
27 ROUTINE_MARGINAL.EFFECTS.ADJ	392	.173	96.503
28 ROUTINE_COMPARE.TRS	371	.164	96.667
29 FUNCTION_ICM.WLA	361	.159	96.826
30 ROUTINE_TIME.REQ	358	.158	96.984
31 ROUTINE_TARGET.ANALYSIS	346	.153	97.137
32 ROUTINE_FA.BN.ASGN	299	.132	97.269
33 PROCESS_FIRE.MISSION	287	.127	97.395
34 ROUTINE_BTRY.FM.ENQ	287	.127	97.522
35 ROUTINE_REM.EFFECTS.COMPUTATION	282	.124	97.647
36 ROUTINE_BTRY.FM.DEQ	271	.120	97.766
37 ROUTINE_CHK.COMP.TR	265	.117	97.883
38 ROUTINE_CHK.FD.TR	265	.117	98.000
39 ROUTINE_CFR.DETECTION	252	.111	98.111
40 ROUTINE_DEQ.FEBA.SET	237	.105	98.216
41 ROUTINE_ENQ.FEBA.SET	237	.105	98.320
42 ROUTINE_CHECK.ENGAGEMENT	204	.090	98.410
43 PROCESS_TARGET.REPORT	194	.086	98.496
44 ROUTINE_BTRY.EFFECTS	192	.085	98.581
45 ROUTINE_UNIT.ENVIR	192	.085	98.666
46 ROUTINE_FDC.TR.ENQ	178	.079	98.744
47 ROUTINE_FA.BN.MOVEMENT	176	.078	98.822
48 ROUTINE_FDC.TR.DEQ	162	.071	98.893
49 ROUTINE_FINISH.COMPUTATION	162	.071	98.965
50 EVENT_PDB.OPERATOR	120	.053	99.018
51 ROUTINE_JOHNSON.CRITERIA	117	.052	99.069
52 ROUTINE_PROB.INF	117	.052	99.121
53 ROUTINE_PROB.TIME	117	.052	99.173

54	ROUTINE_SEARCH	117	.052	99.224
55	ROUTINE_WEIBULL.F	94	.041	99.266
56	ROUTINE_GAMMA.F	90	.040	99.305
57	ROUTINE_CONTRAST.TO.FREQ	89	.039	99.345
58	ROUTINE_COPY	69	.030	99.375
59	ROUTINE_FD.EFFECTS.REQ	69	.030	99.406
60	EVENT_MOVE	68	.030	99.436
61	ROUTINE_CHANGE.LOC	68	.030	99.466
62	ROUTINE_COMPUTE.D	68	.030	99.496
63	ROUTINE_LOS.CHECK	68	.030	99.526
64	ROUTINE_MIN.MOVE	68	.030	99.556
65	ROUTINE_SEGMENT.ADJUST	68	.030	99.586
66	ROUTINE_EST.MIL.WORTH	61	.027	99.613
67	FUNCTION_EST.TR.RANGE	60	.026	99.639
68	ROUTINE_PROXIMITY.REQ	60	.026	99.665
69	ROUTINE_NEW.SEGMENT	59	.026	99.692
70	EVENT_ARTY.OCCUPATION	50	.022	99.714
71	EVENT_STOP.ARTY.MOVEMENT	50	.022	99.736
72	ROUTINE_POSITION	49	.022	99.757
73	EVENT_CFR.OFF	47	.021	99.778
74	ROUTINE_ANGLE.COMPUTE	47	.021	99.799
75	ROUTINE_CHECK.FOR.MINES	47	.021	99.820
76	EVENT_START.ARTY.MOVEMENT	46	.020	99.840
77	PROCESS_ARTY.ASSESS	46	.020	99.860
78	EVENT_CFR.ON	45	.020	99.880
79	ROUTINE_MRT.TO.FREQ	28	.012	99.892
80	ROUTINE_TEMPERATURE.ATTENUATION	28	.012	99.905
81	ROUTINE_DUST.EFFECTS	26	.011	99.916
82	EVENT_CFR.OPERATOR	23	.010	99.926
83	ROUTINE_CFR.DEGRADE	21	.009	99.936
84	ROUTINE_EXPONENTIAL.F	19	.008	99.944
85	PROCESS_HOW.REPAIR	18	.008	99.952
86	ROUTINE_COMBINE.TRS	16	.007	99.959
87	EVENT_ENGAGEMENT	10	.004	99.963
88	ROUTINE_REQUEST.DEF.FASCAM	10	.004	99.968
89	ROUTINE_REQUEST.ILLUM	10	.004	99.972
90	ROUTINE_REQUEST.SMOKE	10	.004	99.977
91	ROUTINE_CHECK.PROX	9	.004	99.981
92	EVENT_UPDATE.LOC	8	.004	99.984
93	ROUTINE_BLOCK.LOS	8	.004	99.988
94	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+9.E-04	99.989
95	ROUTINE_CHECK.LIST	2	+9.E-04	99.989
96	ROUTINE_CREATE.FORCE	2	+9.E-04	99.990
97	ROUTINE_UNIT.ASSIGNMENT	2	+9.E-04	99.991
98	ROUTINE_UNIT.PRIORITY	2	+9.E-04	99.992
99	EVENT_ACT.ATK	1	+4.E-04	99.992
100	EVENT_ACT.MOVCOR	1	+4.E-04	99.993
101	EVENT_GET.NX.ORD	1	+4.E-04	99.993
102	EVENT_START.BATTLE	1	+4.E-04	99.994
103	EVENT_START.MOVE	1	+4.E-04	99.994
104	ROUTINE_ADJUST	1	+4.E-04	99.995
105	ROUTINE_CHECK.FORCE	1	+4.E-04	99.995
106	ROUTINE_CHECK.STREN	1	+4.E-04	99.996
107	ROUTINE_DECIDE	1	+4.E-04	99.996
108	ROUTINE_GENERAL.BATTLE	1	+4.E-04	99.996
109	ROUTINE_HEADING	1	+4.E-04	99.997
110	ROUTINE_INITIAL.DETECT	1	+4.E-04	99.997
111	ROUTINE_INITIAL.MOVE	1	+4.E-04	99.998
112	ROUTINE_LINE.OF.SIGHT	1	+4.E-04	99.998

113	ROUTINE_ORIENTATION	1	+4.E-04	99.999
114	ROUTINE_PREPARE.LIST	1	+4.E-04	99.999
115	ROUTINE_PROX.POS	1	+4.E-04	100.000
116	ROUTINE_SWITCH.FO	1	+4.E-04	100.000
117	''PROGRAM''_MAIN	0	0.	100.000
118	EVENT_ACT.DEF	0	0.	100.000
119	EVENT_ACT.MOVDIS	0	0.	100.000
120	EVENT_ACT.REINF	0	0.	100.000
121	EVENT_AD.ENGAGEMENT	0	0.	100.000
122	EVENT_BTL.ENDED	0	0.	100.000
123	EVENT_CHANGE.LITE	0	0.	100.000
124	EVENT_CHANGE.WEAT' ER	0	0.	100.000
125	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
126	EVENT_END.SIMULATION	0	0.	100.000
127	EVENT_FEBA.SORTIE	0	0.	100.000
128	EVENT_HC.DEPART.BATTLE	0	0.	100.000
129	EVENT_HELO.ENGAGEMENT	0	0.	100.000
130	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
131	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
132	EVENT_POSITION.REPORT	0	0.	100.000
133	EVENT_SEND.TEAM	0	0.	100.000
134	EVENT_SET.DEBUG	0	0.	100.000
135	FUNCTION_AR.PROB.DETECT	0	0.	100.000
136	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
137	FUNCTION_COLLISION	0	0.	100.000
138	FUNCTION_STAY.TIME	0	0.	100.000
139	PROCESS_AC.ATK.TGT	0	0.	100.000
140	PROCESS_AIR.OBSERVER	0	0.	100.000
141	PROCESS_AIRBORNE.RADAR	0	0.	100.000
142	PROCESS_ASSESSMENT	0	0.	100.000
143	PROCESS_CAS.MISSION	0	0.	100.000
144	PROCESS_FORWARD.OBSERVER	0	0.	100.000
145	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
146	PROCESS_HC.RETURN.FARRP	0	0.	100.000
147	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
148	PROCESS_HELICOPTER.FIRE	0	0.	100.000
149	PROCESS_MINE.ASSESS	0	0.	100.000
150	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
151	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
152	PROCESS_WITH.DRAW	0	0.	100.000
153	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
154	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
155	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
156	ROUTINE_AD.SHOOT	0	0.	100.000
157	ROUTINE_AMMO.RPT	0	0.	100.000
158	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
159	ROUTINE_AO.DETECTION	0	0.	100.000
160	ROUTINE_AR.DETECTION	0	0.	100.000
161	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
162	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
163	ROUTINE_BTL.CHECK	0	0.	100.000
164	ROUTINE_BTRY.INPUT	0	0.	100.000
165	ROUTINE_CAS.EVAL	0	0.	100.000
166	ROUTINE_CAT.TU.INPUT	0	0.	100.000
167	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
168	ROUTINE_CHECK.DEAD	0	0.	100.000
169	ROUTINE_COMPUTE.WD	0	0.	100.000
170	ROUTINE_CREATE.TEAMS	0	0.	100.000
171	ROUTINE_DEAD.UNIT	0	0.	100.000

172	ROUTINE_DECISION.INPUT	0	0.	100.000
173	ROUTINE_DESTROY.ORD	0	0.	100.000
174	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
175	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
176	ROUTINE_EMPTY	0	0.	100.000
177	ROUTINE_END.CAS.MISSION	0	0.	100.000
178	ROUTINE_END.MOVE	0	0.	100.000
179	ROUTINE_EQ.TE.INPUT	0	0.	100.000
180	ROUTINE_ERROR.STOP	0	0.	100.000
181	ROUTINE_FARRP.CHECK	0	0.	100.000
182	ROUTINE_FARRP.INPUT	0	0.	100.000
183	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
184	ROUTINE_FBN.FD.INPUT	0	0.	100.000
185	ROUTINE_FEBA.INITIAL	0	0.	100.000
186	ROUTINE_FILE.FD.SCHD	0	0.	100.000
187	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
188	ROUTINE_FIN.BATTLE	0	0.	100.000
189	ROUTINE_FIND.START.TIME	0	0.	100.000
190	ROUTINE_FLIGHT.PATH	0	0.	100.000
191	ROUTINE_FORM.TF.LIST	0	0.	100.000
192	ROUTINE_FORPOSITION.OUT	0	0.	100.000
193	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
194	ROUTINE_HC.DISENGAGE	0	0.	100.000
195	ROUTINE_HC.EMPTY	0	0.	100.000
196	ROUTINE_HE.LA.INPUT	0	0.	100.000
197	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
198	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
199	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
200	ROUTINE_ILLUM.INPUT	0	0.	100.000
201	ROUTINE_INIT.REINF	0	0.	100.000
202	ROUTINE_INTER.BATTLE	0	0.	100.000
203	ROUTINE_INTER.HELO	0	0.	100.000
204	ROUTINE_KV.INPUT	0	0.	100.000
205	ROUTINE_KV.PRINT	0	0.	100.000
206	ROUTINE_KV.SCOREBOARD	0	0.	100.000
207	ROUTINE_LINE.CIRCLE	0	0.	100.000
208	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
209	ROUTINE_MADS.INPUT	0	0.	100.000
210	ROUTINE_MAIN1	0	0.	100.000
211	ROUTINE_MAIN2	0	0.	100.000
212	ROUTINE_MAIN3	0	0.	100.000
213	ROUTINE_MAO.INPUT	0	0.	100.000
214	ROUTINE_MCFR.INPUT	0	0.	100.000
215	ROUTINE_MFO.INPUT	0	0.	100.000
216	ROUTINE_MINE.DELAY	0	0.	100.000
217	ROUTINE_MINE.EFFECTS	0	0.	100.000
218	ROUTINE_MINE.INPUT	0	0.	100.000
219	ROUTINE_MPDB.INPUT	0	0.	100.000
220	ROUTINE_MUNS.INPUT	0	0.	100.000
221	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
222	ROUTINE_ORD.ATK	0	0.	100.000
223	ROUTINE_ORD.DEF	0	0.	100.000
224	ROUTINE_ORD.MOVCOR	0	0.	100.000
225	ROUTINE_ORD.MOVDIS	0	0.	100.000
226	ROUTINE_ORD.REINF	0	0.	100.000
227	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
228	ROUTINE_P.E.M.INPUT	0	0.	100.000
229	ROUTINE_PGM.INPUT	0	0.	100.000
230	ROUTINE_PGM.MSN.ASGN	0	0.	100.000

231	ROUTINE_PIR.DETECTION	0	0.	100.000
232	ROUTINE_PK.INPUT	0	0.	100.000
233	ROUTINE_PLAT.COUNT	0	0.	100.000
234	ROUTINE_PRED POS	0	0.	100.000
235	ROUTINE_PREP WITHDRAW	0	0.	100.000
236	ROUTINE_READ.ORDERS	0	0.	100.000
237	ROUTINE_REIN.ARRIVE	0	0.	100.000
238	ROUTINE_REPLACE.HC	0	0.	100.000
239	ROUTINE_REQUEST.FASCAM	0	0.	100.000
240	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
241	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
242	ROUTINE_RPV.DETECTION	0	0.	100.000
243	ROUTINE_RUL.EN.INPUT	0	0.	100.000
244	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
245	ROUTINE_SENSOR.INPUT	0	0.	100.000
246	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
247	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
248	ROUTINE_SMOKE.INPUT	0	0.	100.000
249	ROUTINE_SNAP.R	0	0.	100.000
250	ROUTINE_SNAP2	0	0.	100.000
251	ROUTINE_ST.INPUT	0	0.	100.000
252	ROUTINE_SUBM.INPUT	0	0.	100.000
253	ROUTINE_SYS.INPUT	0	0.	100.000
254	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
255	ROUTINE_TACAIR.INPUT	0	0.	100.000
256	ROUTINE_TB.INPUT	0	0.	100.000
257	ROUTINE_TBF.INPUT	0	0.	100.000
258	ROUTINE_TERM.CHECK	0	0.	100.000
259	ROUTINE_TR.INPUT	0	0.	100.000
260	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
261	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
262	ROUTINE_UNIT.INPUT	0	0.	100.000
263	ROUTINE_VIS.INPUT	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 226602

CPU USAGE FOR SIMULATED HOUR 21. = 637.76 SECONDS

HOURLY INVOCATION REPORT

AT SIMULATED TIME 22.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	79984	35.433	35.433
2 ROUTINE_PROX.CHECK	39992	17.716	53.149
3 ROUTINE_RANGE.COMPUTE	39992	17.716	70.865
4 FUNCTION_ACT.RANGE	23299	10.321	81.187
5 ROUTINE_FRAC.COMPUTE	12560	5.564	86.751
6 ROUTINE_SIZE.ESTIMATE	4386	1.943	88.694
7 ROUTINE_FINAL.COVERAGE	2986	1.323	90.017
8 ROUTINE_LOCATE.SECTOR	2235	.990	91.007
9 ROUTINE_PDB.DETECTION	2082	.922	91.929
10 EVENT_PDB.ACTIVATION	1587	.703	92.632
11 ROUTINE_FO.DETECTION	1058	.469	93.101
12 ROUTINE_NOISE.DEGRADE	1043	.462	93.563
13 FUNCTION_COMBINATIONS	882	.391	93.954
14 FUNCTION_EST.RANGE	800	.354	94.308
15 EVENT_CFR.ACTIVATION	794	.352	94.660
16 ROUTINE_VOLLEY	792	.351	95.011
17 ROUTINE_OUTPUT.ATTRITION	782	.346	95.357
18 FUNCTION_HE.WLA	735	.326	95.683
19 FUNCTION_FEBA.BAND	635	.281	95.964
20 ROUTINE_EST.COVERAGE	631	.280	96.243
21 ROUTINE_WEIGHTED.VOLLEYS	631	.280	96.523
22 ROUTINE_NORMAL.F	501	.222	96.745
23 ROUTINE_COMPARE.TRS	450	.199	96.944
24 ROUTINE_TIME.REQ	447	.198	97.142
25 ROUTINE_GET.TERRAIN	399	.177	97.319
26 PROCESS_SHOOT.OUT	369	.163	97.482
27 ROUTINE_HE.OR.ICM.COMPUTATION	355	.157	97.640
28 ROUTINE_MARGINAL.EFFECTS.ADJ	355	.157	97.797
29 FUNCTION_ICM.WLA	325	.144	97.941
30 ROUTINE_TARGET.ANALYSIS	325	.144	98.085
31 ROUTINE_CFR.DETECTION	282	.125	98.210
32 ROUTINE_FA.BN.ASGN	280	.124	98.334
33 ROUTINE_CHK.COMP.TR	248	.110	98.444
34 ROUTINE_CHK.FD.TR	246	.109	98.553
35 PROCESS_FIRE.MISSION	245	.109	98.661
36 ROUTINE_BTRY.FM.ENQ	245	.109	98.770
37 ROUTINE_REM.EFFECTS.COMPUTATION	243	.108	98.877
38 ROUTINE_BTRY.FM.DEQ	241	.107	98.984
39 ROUTINE_BTRY.EFFECTS	183	.081	99.065
40 ROUTINE_UNIT.ENVIR	183	.081	99.146
41 PROCESS_TARGET.REPORT	178	.079	99.225
42 ROUTINE_FA.BN.MOVEMENT	165	.073	99.298
43 ROUTINE_FDC.TR.DEQ	162	.072	99.370
44 ROUTINE_FINISH.COMPUTATION	162	.072	99.442
45 ROUTINE_FDC.TR.ENQ	161	.071	99.513
46 EVENT_PDB.OPERATOR	120	.053	99.566
47 ROUTINE_GAMMA.F	92	.041	99.607
48 ROUTINE_DEQ.FEBA.SET	80	.035	99.643
49 ROUTINE_ENQ.FEBA.SET	80	.035	99.678
50 ROUTINE_FD.EFFECTS.REQ	70	.031	99.709
51 FUNCTION_EST.TR.RANGE	68	.030	99.739
52 ROUTINE_PROXIMITY.REQ	68	.030	99.769
53 ROUTINE_EST.MIL.WORTH	67	.030	99.799

54	PROCESS_ARTY.ASSESS	59	.026	99.825
55	ROUTINE_COPY	55	.024	99.849
56	EVENT_CFR.ON	46	.020	99.870
57	EVENT_CFR.OFF	44	.019	99.889
58	EVENT_START.ARTY.MOVEMENT	33	.015	99.904
59	ROUTINE_CHECK.FOR.MINES	33	.015	99.918
60	EVENT_ARTY.OCCUPATION	31	.014	99.932
61	EVENT_STOP.ARTY.MOVEMENT	31	.014	99.946
62	EVENT_CFR.OPERATOR	20	.009	99.955
63	ROUTINE_EXPONENTIAL.F	19	.008	99.963
64	ROUTINE_CFR.DEGRADE	18	.008	99.971
65	PROCESS_HOW.REPAIR	17	.008	99.979
66	ROUTINE_COMBINE.TRS	15	.007	99.985
67	EVENT_UPDATE.LOC	8	.004	99.989
68	ROUTINE_CHECK.PROX	8	.004	99.992
69	ROUTINE_DUST.EFFECTS	8	.004	99.996
70	ROUTINE_BLOCK.LOS	3	.001	99.997
71	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+9.E-04	99.998
72	ROUTINE_DECIDE	2	+9.E-04	99.999
73	ROUTINE_CHECK.FORCE	1	+4.E-04	100.000
74	ROUTINE_HEADING	1	+4.E-04	100.000
75	''PROGRAM''_MAIN	0	0.	100.000
76	EVENT_ACT.ATK	0	0.	100.000
77	EVENT_ACT.DEF	0	0.	100.000
78	EVENT_ACT.MOVCOR	0	0.	100.000
79	EVENT_ACT.MOVDIS	0	0.	100.000
80	EVENT_ACT.REINF	0	0.	100.000
81	EVENT_AD.ENGAGEMENT	0	0.	100.000
82	EVENT_BTL.ENDED	0	0.	100.000
83	EVENT_CHANGE.LITE	0	0.	100.000
84	EVENT_CHANGE.WEATHER	0	0.	100.000
85	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
86	EVENT_END.SIMULATION	0	0.	100.000
87	EVENT_ENGAGEMENT	0	0.	100.000
88	EVENT_FEBA.SORTIE	0	0.	100.000
89	EVENT_GET.NX.ORD	0	0.	100.000
90	EVENT_HC.DEPART.BATTLE	0	0.	100.000
91	EVENT_HELO.ENGAGEMENT	0	0.	100.000
92	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
93	EVENT_MOVE	0	0.	100.000
94	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
95	EVENT_POSITION.REPORT	0	0.	100.000
96	EVENT_SEND.TEAM	0	0.	100.000
97	EVENT_SET.DEBUG	0	0.	100.000
98	EVENT_START.BATTLE	0	0.	100.000
99	EVENT_START.MOVE	0	0.	100.000
100	FUNCTION_AR.PROB.DETECT	0	0.	100.000
101	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
102	FUNCTION_COLLISION	0	0.	100.000
103	FUNCTION_STAY.TIME	0	0.	100.000
104	PROCESS_AC.ATK.TGT	0	0.	100.000
105	PROCESS_AIR.OBSERVER	0	0.	100.000
106	PROCESS_AIRBORNE.RADAR	0	0.	100.000
107	PROCESS_ASSESSMENT	0	0.	100.000
108	PROCESS_CAS.MISSION	0	0.	100.000
109	PROCESS_FORWARD.OBSERVER	0	0.	100.000
110	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
111	PROCESS_HC.RETURN.FARRP	0	0.	100.000
112	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000

113	PROCESS_HELICOPTER.FIRE	0	0.	100.000
114	PROCESS_MINE.ASSESS	0	0	100.000
115	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
116	PROCESS_REMOTE.PILOT.VEHICLE	0	0	100.000
117	PROCESS_WITH.DRAW	0	0.	100.000
118	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
119	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
120	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
121	ROUTINE_AD.SHOOT	0	0	100.000
122	ROUTINE_ADJUST	0	0.	100.000
123	ROUTINE_AMMO.RPT	0	0.	100.000
124	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
125	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
126	ROUTINE_AO.DETECTION	0	0.	100.000
127	ROUTINE_AR.DETECTION	0	0.	100.000
128	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
129	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
130	ROUTINE_BTL.CHECK	0	0.	100.000
131	ROUTINE_BTRY.INPUT	0	0.	100.000
132	ROUTINE_CAS.EVAL	0	0.	100.000
133	ROUTINE_CAT.TU.INPUT	0	0.	100.000
134	ROUTINE_CHANGE.LOC	0	0.	100.000
135	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
136	ROUTINE_CHECK.DEAD	0	0.	100.000
137	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
138	ROUTINE_CHECK.LIST	0	0.	100.000
139	ROUTINE_CHECK.STREN	0	0.	100.000
140	ROUTINE_COMPUTE.D	0	0.	100.000
141	ROUTINE_COMPUTE.WD	0	0.	100.000
142	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
143	ROUTINE_CREATE.FORCE	0	0.	100.000
144	ROUTINE_CREATE.TEAMS	0	0.	100.000
145	ROUTINE_DEAD.UNIT	0	0.	100.000
146	ROUTINE_DECISION.INPUT	0	0.	100.000
147	ROUTINE_DESTROY.ORD	0	0.	100.000
148	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
149	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
150	ROUTINE_EMPTY	0	0.	100.000
151	ROUTINE_END.CAS.MISSION	0	0.	100.000
152	ROUTINE_END.MOVE	0	0.	100.000
153	ROUTINE_EQ.TE.INPUT	0	0.	100.000
154	ROUTINE_ERROR.STOP	0	0.	100.000
155	ROUTINE_FARRP.CHECK	0	0.	100.000
156	ROUTINE_FARRP.INPUT	0	0.	100.000
157	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
158	ROUTINE_FBN.FD.INPUT	0	0.	100.000
159	ROUTINE_FEBA.INITIAL	0	0.	100.000
160	ROUTINE_FILE.FD.SCHD	0	0.	100.000
161	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
162	ROUTINE_FIN.BATTLE	0	0.	100.000
163	ROUTINE_FIND.START.TIME	0	0.	100.000
164	ROUTINE_FLIGHT.PATH	0	0.	100.000
165	ROUTINE_FORM.TF.LIST	0	0.	100.000
166	ROUTINE_FORPOSITION.OUT	0	0.	100.000
167	ROUTINE_GENERAL.BATTLE	0	0.	100.000
168	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
169	ROUTINE_HC.DISENGAGE	0	0.	100.000
170	ROUTINE_HC.EMPTY	0	0.	100.000
171	ROUTINE_HE.LA.INPUT	0	0.	100.000

	...E_RANGE_COMPUTE	0	0	100.000
	...E_ILLUM_COMPUTATION	0	0.	100.000
	...E_ILLUM_EFFECTS	0	0.	100.000
	...E_ILLUM_INPUT	0	0.	100.000
176	ROUTINE_INIT_REINF	0	0.	100.000
177	ROUTINE_INITIAL_DETECT	0	0.	100.000
178	ROUTINE_INITIAL_MOVE	0	0.	100.000
179	ROUTINE_INTER_BATTLE	0	0.	100.000
180	ROUTINE_INTER_HELO	0	0.	100.000
181	ROUTINE_JOHNSON_CRITERIA	0	0.	100.000
182	ROUTINE_KV_INPUT	0	0.	100.000
183	ROUTINE_KV_PRINT	0	0.	100.000
184	ROUTINE_KV_SCOREBOARD	0	0.	100.000
185	ROUTINE_LINE_CIRCLE	0	0.	100.000
186	ROUTINE_LINE_OF_SIGHT	0	0.	100.000
187	ROUTINE_LOCATE_SEARCH_AREA	0	0.	100.000
188	ROUTINE_LOS_CHECK	0	0.	100.000
189	ROUTINE_MADS_INPUT	0	0.	100.000
190	ROUTINE_MAIN1	0	0.	100.000
191	ROUTINE_MAIN2	0	0.	100.000
192	ROUTINE_MAIN3	0	0.	100.000
193	ROUTINE_MAO_INPUT	0	0.	100.000
194	ROUTINE_MCFR_INPUT	0	0.	100.000
195	ROUTINE_MFO_INPUT	0	0.	100.000
196	ROUTINE_MIN_MOVE	0	0.	100.000
197	ROUTINE_MINE_DELAY	0	0.	100.000
198	ROUTINE_MINE_EFFECTS	0	0.	100.000
199	ROUTINE_MINE_INPUT	0	0.	100.000
200	ROUTINE_MPDB_INPUT	0	0.	100.000
201	ROUTINE_MRT_TO_FREQ	0	0.	100.000
202	ROUTINE_MUNS_INPUT	0	0.	100.000
203	ROUTINE_NEW_SEGMENT	0	0.	100.000
204	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0.	100.000
205	ROUTINE_ORD_ATK	0	0.	100.000
206	ROUTINE_ORD_DEF	0	0.	100.000
207	ROUTINE_ORD_MOVCOR	0	0.	100.000
208	ROUTINE_ORD_MOVDIS	0	0.	100.000
209	ROUTINE_ORD_REINF	0	0.	100.000
210	ROUTINE_ORIENTATION	0	0.	100.000
211	ROUTINE_OUTPUT_EXPENDITURES	0	0.	100.000
212	ROUTINE_P_E_M_INPUT	0	0.	100.000
213	ROUTINE_PGM_INPUT	0	0.	100.000
214	ROUTINE_PGM_MSN_ASGN	0	0.	100.000
215	ROUTINE_PIR_DETECTION	0	0.	100.000
216	ROUTINE_PK_INPUT	0	0.	100.000
217	ROUTINE_PLAT_COUNT	0	0.	100.000
218	ROUTINE_POSITION	0	0.	100.000
219	ROUTINE_PRED_POS	0	0.	100.000
220	ROUTINE_PREP_WITHDRAW	0	0.	100.000
221	ROUTINE_PREPARE_LIST	0	0.	100.000
222	ROUTINE_PROB_INF	0	0.	100.000
223	ROUTINE_PROB_TIME	0	0.	100.000
224	ROUTINE_PROX_POS	0	0.	100.000
225	ROUTINE_READ_ORDERS	0	0.	100.000
226	ROUTINE_REIN_ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE_HC	0	0.	100.000
228	ROUTINE_REQUEST_DEF_FASCAM	0	0.	100.000
229	ROUTINE_REQUEST_FASCAM	0	0.	100.000
230	ROUTINE_REQUEST_ILLUM	0	0.	100.000

231	ROUTINE_REQUEST_SMOKE	0	0.	100.000
232	ROUTINE_REQUEST_WD_FASCAM	0	0	100.000
233	ROUTINE_RESET_FEBA_SECTOR	0	0	100 000
234	ROUTINE_RPV_DETECTION	0	0.	100 000
235	ROUTINE_RUL_EN_INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0	100.000
237	ROUTINE_SEARCH_COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT_ADJUST	0	0.	100.000
239	ROUTINE_SENSOR_INPUT	0	0.	100.000
240	ROUTINE_SMOKE_COMPUTATION	0	0	100.000
241	ROUTINE_SMOKE_EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE_INPUT	0	0.	100.000
243	ROUTINE_SNAP_R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST_INPUT	0	0.	100.000
246	ROUTINE_SUBM_INPUT	0	0.	100.000
247	ROUTINE_SWITCH_FO	0	0.	100.000
248	ROUTINE_SYS_INPUT	0	0.	100.000
249	ROUTINE_TACAIR_DATA_REPORT	0	0.	100.000
250	ROUTINE_TACAIR_INPUT	0	0.	100.000
251	ROUTINE_TB_INPUT	0	0.	100.000
252	ROUTINE_TBF_INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE_ATTENUATION	0	0.	100.000
254	ROUTINE_TERM_CHECK	0	0.	100.000
255	ROUTINE_TIME_TO_DETECT	0	0.	100.000
256	ROUTINE_TR_INPUT	0	0.	100.000
257	ROUTINE_TT_FACTORS_INPUT	0	0.	100.000
258	ROUTINE_TYPE_WEAPON_INPUT	0	0.	100.000
259	ROUTINE_UNIT_ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT_INPUT	0	0.	100.000
261	ROUTINE_UNIT_PRIORITY	0	0.	100.000
262	ROUTINE_VIS_INPUT	0	0.	100.000
263	ROUTINE_WEIBULL_F	0	0.	100.000
264	ROUTINE_WHAT_NEXT	0	0.	100.000

TOTAL INVOCATIONS = 225735

CPU USAGE FOR SIMULATED HOUR 22. = 613.21 SECONDS

COSAGT HOURLY INVOCATION REPORT

AT SIMULATED TIME 23. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	79182	36.275	36.275
2 ROUTINE_RANGE.COMPUTE	39769	18.219	54.493
3 ROUTINE_PROX.CHECK	39591	18.137	72.631
4 FUNCTION_ACT.RANGE	19092	8.746	81.377
5 ROUTINE_FRAC.COMPUTE	11676	5.349	86.726
6 ROUTINE_SIZE.ESTIMATE	3834	1.756	88.482
7 ROUTINE_FINAL.COVERAGE	2666	1.221	89.704
8 ROUTINE_LOCATE.SECTOR	2126	.974	90.678
9 ROUTINE_PDB.DETECTION	1877	.860	91.538
10 EVENT_PDB.ACTIVATION	1371	.628	92.166
11 ROUTINE_FO.DETECTION	1067	.489	92.655
12 ROUTINE_NOISE.DEGRADE	940	.431	93.085
13 FUNCTION_COMBINATIONS	906	.415	93.500
14 FUNCTION_EST.RANGE	803	.368	93.868
15 EVENT_CFR.ACTIVATION	686	.314	94.182
16 ROUTINE_VOLLEY	685	.314	94.496
17 FUNCTION_HE.WLA	675	.309	94.805
18 ROUTINE_OUTPUT.ATTRITION	669	.306	95.112
19 FUNCTION_FEBA.BAND	604	.277	95.389
20 ROUTINE_EST.COVERAGE	596	.273	95.662
21 ROUTINE_WEIGHTED.VOLLEYS	596	.273	95.935
22 ROUTINE_COMPARE.TRS	542	.248	96.183
23 ROUTINE_TIME.REQ	530	.243	96.426
24 ROUTINE_NORMAL.F	517	.237	96.663
25 PROCESS_SHOOT.OUT	416	.191	96.853
26 ROUTINE_GET.TERRAIN	387	.177	97.030
27 ROUTINE_HE.OR.ICM.COMPUTATION	336	.154	97.184
28 ROUTINE_MARGINAL.EFFECTS.ADJ	336	.154	97.338
29 ROUTINE_TARGET.ANALYSIS	320	.147	97.485
30 FUNCTION_ICM.WLA	311	.142	97.627
31 ROUTINE_FA.BN.ASGN	268	.123	97.750
32 ROUTINE_CFR.DETECTION	255	.117	97.867
33 ROUTINE_CHK.COMP.TR	240	.110	97.977
34 ROUTINE_CHK.FD.TR	240	.110	98.087
35 ROUTINE_BTRY.FM.DEQ	239	.109	98.196
36 ROUTINE_REM.EFFECTS.COMPUTATION	228	.104	98.301
37 PROCESS_FIRE.MISSION	224	.103	98.403
38 ROUTINE_BTRY.FM.ENQ	224	.103	98.506
39 ROUTINE_FA.BN.MOVEMENT	175	.080	98.586
40 PROCESS_TARGET.REPORT	172	.079	98.665
41 ROUTINE_BTRY.EFFECTS	171	.078	98.743
42 ROUTINE_UNIT.ENVIR	171	.078	98.822
43 ROUTINE_FDC.TR.ENQ	155	.071	98.893
44 ROUTINE_FDC.TR.DEQ	152	.070	98.962
45 ROUTINE_FINISH.COMPUTATION	152	.070	99.032
46 ROUTINE_TIME.TO.DETECT	135	.062	99.094
47 ROUTINE_JOHNSON.CRITERIA	123	.056	99.150
48 ROUTINE_PROB.INF	123	.056	99.207
49 ROUTINE_PROB.TIME	123	.056	99.263
50 ROUTINE_SEARCH	123	.056	99.319
51 EVENT_PDB.OPERATOR	120	.055	99.374
52 ROUTINE_DEQ.FEBA.SET	92	.042	99.416
53 ROUTINE_ENQ.FEBA.SET	92	.042	99.459

54	ROUTINE_GAMMA.F	90	.041	99.500
55	ROUTINE_CONTRAST.TO.FREQ	87	.040	99.540
56	ROUTINE_FD.EFFECTS.REQ	75	.034	99.574
57	PROCESS_ARTY.ASSESS	68	.031	99.605
58	ROUTINE_EST.MIL.WORTH	64	.029	99.634
59	FUNCTION_EST.TR.RANGE	63	.029	99.663
60	ROUTINE_PROXIMITY.REQ	63	.029	99.692
61	ROUTINE_CHECK.ENGAGEMENT	55	.025	99.717
62	EVENT_CFR.OFF	47	.022	99.739
63	EVENT_CFR.ON	45	.021	99.759
64	EVENT_START.ARTY.MOVEMENT	45	.021	99.780
65	ROUTINE_CHECK.FOR.MINES	45	.021	99.801
66	ROUTINE_COPY	45	.021	99.821
67	EVENT_STOP.ARTY.MOVEMENT	40	.018	99.840
68	EVENT_ARTY.OCCUPATION	39	.018	99.858
69	ROUTINE_MRT.TO.FREQ	36	.016	99.874
70	ROUTINE_TEMPERATURE.ATTENUATION	36	.016	99.891
71	ROUTINE_WEIBULL.F	26	.012	99.902
72	ROUTINE_BLOCK.LOS	22	.010	99.912
73	ROUTINE_CFR.DEGRADE	19	.009	99.921
74	ROUTINE_DUST.EFFECTS	18	.008	99.929
75	PROCESS_HOW.REPAIR	17	.008	99.937
76	ROUTINE_COMBINE.TRS	17	.008	99.945
77	EVENT_CFR.OPERATOR	15	.007	99.952
78	ROUTINE_EXPONENTIAL.F	13	.006	99.958
79	EVENT_UPDATE.LOC	8	.004	99.962
80	ROUTINE_CHECK.PROX	8	.004	99.965
81	EVENT_MOVE	7	.003	99.968
82	ROUTINE_CHANGE.LOC	7	.003	99.972
83	ROUTINE_COMPUTE.WD	7	.003	99.975
84	ROUTINE_LOS.CHECK	7	.003	99.978
85	ROUTINE_MIN.MOVE	7	.003	99.981
86	ROUTINE_NEW.SEGMENT	7	.003	99.984
87	ROUTINE_POSITION	5	.002	99.987
88	ROUTINE_SEGMENT.ADJUST	5	.002	99.989
89	ROUTINE_CHECK.FORCE	4	.002	99.991
90	ROUTINE_DECIDE	4	.002	99.993
91	ROUTINE_REQUEST.SMOKE	3	.001	99.994
92	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+9.E-04	99.995
93	PROCESS_WITH.DRAW	2	+9.E-04	99.996
94	ROUTINE_PREP.WITHDRAW	2	+9.E-04	99.997
95	ROUTINE_REQUEST.WD.FASCAM	2	+9.E-04	99.998
96	ROUTINE_TERM.CHECK	2	+9.E-04	99.999
97	EVENT_ENGAGEMENT	1	+5.E-04	99.999
98	ROUTINE_REQUEST.DEF.FASCAM	1	+5.E-04	100.000
99	ROUTINE_REQUEST.ILLUM	1	+5.E-04	100.000
100	''PROGRAM''_MAIN	0	0.	100.000
101	EVENT_ACT.ATK	0	0.	100.000
102	EVENT_ACT.DEF	0	0.	100.000
103	EVENT_ACT.MOVCOR	0	0.	100.000
104	EVENT_ACT.MOVDIS	0	0.	100.000
105	EVENT_ACT.REINF	0	0.	100.000
106	EVENT_AD.ENGAGEMENT	0	0.	100.000
107	EVENT_BTL.ENDED	0	0.	100.000
108	EVENT_CHANGE.LITE	0	0.	100.000
109	EVENT_CHANGE.WEATHER	0	0.	100.000
110	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
111	EVENT_END.SIMULATION	0	0.	100.000
112	EVENT_FEBA.SORTIE	0	0.	100.000

113	EVENT_GET.NX.ORD	0	0.	100.000
114	EVENT_HC.DEPART.BATTLE	0	0.	100.000
115	EVENT_HELO.ENGAGEMENT	0	0.	100.000
116	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
117	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
118	EVENT_POSITION.REPORT	0	0.	100.000
119	EVENT_SEND.TEAM	0	0.	100.000
120	EVENT_SET.DEBUG	0	0.	100.000
121	EVENT_START.BATTLE	0	0.	100.000
122	EVENT_START.MOVE	0	0.	100.000
123	FUNCTION_AR.PROB.DETECT	0	0.	100.000
124	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
125	FUNCTION_COLLISION	0	0.	100.000
126	FUNCTION_STAY.TIME	0	0.	100.000
127	PROCESS_AC.ATK.TGT	0	0.	100.000
128	PROCESS_AIR.OBSERVER	0	0.	100.000
129	PROCESS_AIRBORNE.RADAR	0	0.	100.000
130	PROCESS_ASSESSMENT	0	0.	100.000
131	PROCESS_CAS.MISSION	0	0.	100.000
132	PROCESS_FORWARD.OBSERVER	0	0.	100.000
133	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
134	PROCESS_HC.RETURN.FARRP	0	0.	100.000
135	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
136	PROCESS_HELICOPTER.FIRE	0	0.	100.000
137	PROCESS_MINE.ASSESS	0	0.	100.000
138	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
139	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
140	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
141	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
142	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
143	ROUTINE_AD.SHOOT	0	0.	100.000
144	ROUTINE_ADJUST	0	0.	100.000
145	ROUTINE_AMMO.RPT	0	0.	100.000
146	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
147	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
148	ROUTINE_AO.DETECTION	0	0.	100.000
149	ROUTINE_AR.DETECTION	0	0.	100.000
150	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
151	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
152	ROUTINE_BTL.CHECK	0	0.	100.000
153	ROUTINE_BTRY.INPUT	0	0.	100.000
154	ROUTINE_CAS.EVAL	0	0.	100.000
155	ROUTINE_CAT.TU.INPUT	0	0.	100.000
156	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
157	ROUTINE_CHECK.DEAD	0	0.	100.000
158	ROUTINE_CHECK.LIST	0	0.	100.000
159	ROUTINE_CHECK.STREN	0	0.	100.000
160	ROUTINE_COMPUTE.D	0	0.	100.000
161	ROUTINE_CREATE.FORCE	0	0.	100.000
162	ROUTINE_CREATE.TEAMS	0	0.	100.000
163	ROUTINE_DEAD.UNIT	0	0.	100.000
164	ROUTINE_DECISION.INPUT	0	0.	100.000
165	ROUTINE_DESTROY.ORD	0	0.	100.000
166	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
167	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
168	ROUTINE_EMPTY	0	0.	100.000
169	ROUTINE_END.CAS.MISSION	0	0.	100.000
170	ROUTINE_END.MOVE	0	0.	100.000
171	ROUTINE_EQ.TE.INPUT	0	0.	100.000

172	ROUTINE_ERROR.STOP	0	0.	100.000
173	ROUTINE_FARRP.CHECK	0	0.	100.000
174	ROUTINE_FARRP.INPUT	0	0.	100.000
175	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
176	ROUTINE_FBN.FD.INPUT	0	0.	100.000
177	ROUTINE_FEBA.INITIAL	0	0.	100.000
178	ROUTINE_FILE.FD.SCHD	0	0.	100.000
179	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
180	ROUTINE_FIN.BATTLE	0	0.	100.000
181	ROUTINE_FIND.START.TIME	0	0.	100.000
182	ROUTINE_FLIGHT.PATH	0	0.	100.000
183	ROUTINE_FORM.TF.LIST	0	0.	100.000
184	ROUTINE_FORPOSITION.OUT	0	0.	100.000
185	ROUTINE_GENERAL.BATTLE	0	0.	100.000
186	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
187	ROUTINE_HC.DISENGAGE	0	0.	100.000
188	ROUTINE_HC.EMPTY	0	0.	100.000
189	ROUTINE_HE.LA.INPUT	0	0.	100.000
190	ROUTINE_HEADING	0	0.	100.000
191	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
192	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
193	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
194	ROUTINE_ILLUM.INPUT	0	0.	100.000
195	ROUTINE_INIT.REINF	0	0.	100.000
196	ROUTINE_INITIAL.DETECT	0	0.	100.000
197	ROUTINE_INITIAL.MOVE	0	0.	100.000
198	ROUTINE_INTER.BATTLE	0	0.	100.000
199	ROUTINE_INTER.HELO	0	0.	100.000
200	ROUTINE_KV.INPUT	0	0.	100.000
201	ROUTINE_KV.PRINT	0	0.	100.000
202	ROUTINE_KV.SCOREBOARD	0	0.	100.000
203	ROUTINE_LINE.CIRCLE	0	0.	100.000
204	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
205	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
206	ROUTINE_MADS.INPUT	0	0.	100.000
207	ROUTINE_MAIN1	0	0.	100.000
208	ROUTINE_MAIN2	0	0.	100.000
209	ROUTINE_MAIN3	0	0.	100.000
210	ROUTINE_MAO.INPUT	0	0.	100.000
211	ROUTINE_MCFR.INPUT	0	0.	100.000
212	ROUTINE_MFO.INPUT	0	0.	100.000
213	ROUTINE_MINE.DELAY	0	0.	100.000
214	ROUTINE_MINE.EFFECTS	0	0.	100.000
215	ROUTINE_MINE.INPUT	0	0.	100.000
216	ROUTINE_MPDB.INPUT	0	0.	100.000
217	ROUTINE_MUNS.INPUT	0	0.	100.000
218	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
219	ROUTINE_ORD.ATK	0	0.	100.000
220	ROUTINE_ORD.DEF	0	0.	100.000
221	ROUTINE_ORD.MOVCOR	0	0.	100.000
222	ROUTINE_ORD.MOVDIS	0	0.	100.000
223	ROUTINE_ORD.REINF	0	0.	100.000
224	ROUTINE_ORIENTATION	0	0.	100.000
225	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
226	ROUTINE_P.E.M.INPUT	0	0.	100.000
227	ROUTINE_PGM.INPUT	0	0.	100.000
228	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
229	ROUTINE_PIR.DETECTION	0	0.	100.000
230	ROUTINE_PK.INPUT	0	0.	100.000

231	ROUTINE_PLAT.COUNT	0	0.	100.000
232	ROUTINE_PRED.POS	0	0.	100.000
233	ROUTINE_PREPARE.LIST	0	0.	100.000
234	ROUTINE_PROX.POS	0	0.	100.000
235	ROUTINE_READ.ORDERS	0	0.	100.000
236	ROUTINE_REIN.ARRIVE	0	0.	100.000
237	ROUTINE_REPLACE.HC	0	0.	100.000
238	ROUTINE_REQUEST.FASCAM	0	0.	100.000
239	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
240	ROUTINE_RPV.DETECTION	0	0.	100.000
241	ROUTINE_RUL.EN.INPUT	0	0.	100.000
242	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
243	ROUTINE_SENSOR.INPUT	0	0.	100.000
244	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
245	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
246	ROUTINE_SMOKE.INPUT	0	0.	100.000
247	ROUTINE_SNAP.R	0	0.	100.000
248	ROUTINE_SNAP2	0	0.	100.000
249	ROUTINE_ST.INPUT	0	0.	100.000
250	ROUTINE_SUBM.INPUT	0	0.	100.000
251	ROUTINE_SWITCH.FO	0	0.	100.000
252	ROUTINE_SYS.INPUT	0	0.	100.000
253	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
254	ROUTINE_TACAIR.INPUT	0	0.	100.000
255	ROUTINE_TB.INPUT	0	0.	100.000
256	ROUTINE_TBF.INPUT	0	0.	100.000
257	ROUTINE_TR.INPUT	0	0.	100.000
258	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
259	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
260	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
261	ROUTINE_UNIT.INPUT	0	0.	100.000
262	ROUTINE_UNIT.PRIORITY	0	0.	100.000
263	ROUTINE_VIS.INPUT	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 218285

CPU USAGE FOR SIMULATED HOUR 23. = 594.06 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 24.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	74544	35.991	35.991
2 ROUTINE_PROX.CHECK	37272	17.995	53.986
3 ROUTINE_RANGE.COMPUTE	37272	17.995	71.982
4 FUNCTION_ACT.RANGE	19636	9.481	81.462
5 ROUTINE_FRAC.COMPUTE	11012	5.317	86.779
6 ROUTINE_SIZE.ESTIMATE	3932	1.898	88.678
7 ROUTINE_FINAL.COVERAGE	2540	1.226	89.904
8 ROUTINE_LOCATE.SECTOR	2099	1.013	90.917
9 ROUTINE_PDB.DETECTION	1871	.903	91.821
10 EVENT_PDB.ACTIVATION	1428	.689	92.510
11 ROUTINE_FO.DETECTION	1098	.530	93.040
12 ROUTINE_NOISE.DEGRADE	937	.452	93.493
13 FUNCTION_EST.RANGE	774	.374	93.866
14 ROUTINE_VOLLEY	713	.344	94.211
15 EVENT_CFR.ACTIVATION	712	.344	94.554
16 FUNCTION_COMBINATIONS	700	.338	94.892
17 FUNCTION_HE.WLA	700	.338	95.230
18 ROUTINE_OUTPUT.ATTRITION	658	.318	95.548
19 FUNCTION_FEBA.BAND	627	.303	95.851
20 ROUTINE_EST.COVERAGE	613	.296	96.147
21 ROUTINE_WEIGHTED.VOLLEYS	613	.296	96.443
22 ROUTINE_COMPARE.TRS	473	.228	96.671
23 ROUTINE_TIME.REQ	472	.228	96.899
24 ROUTINE_NORMAL.F	451	.218	97.117
25 ROUTINE_GET.TERRAIN	363	.175	97.292
26 ROUTINE_HE.OR.ICM.COMPUTATION	344	.166	97.458
27 ROUTINE_MARGINAL.EFFECTS.ADJ	344	.166	97.624
28 FUNCTION_ICM.WLA	317	.153	97.777
29 ROUTINE_TARGET.ANALYSIS	294	.142	97.919
30 ROUTINE_FA.BN.ASGN	283	.137	98.056
31 PROCESS_SHOOT.OUT	255	.123	98.179
32 ROUTINE_CFR.DETECTION	237	.114	98.293
33 ROUTINE_CHK.COMP.TR	229	.111	98.404
34 ROUTINE_CHK.FD.TR	229	.111	98.514
35 PROCESS_FIRE.MISSION	228	.110	98.624
36 ROUTINE_BTRY.FM.ENQ	228	.110	98.735
37 ROUTINE_REM.EFFECTS.COMPUTATION	228	.110	98.845
38 ROUTINE_BTRY.FM.DEQ	221	.107	98.951
39 ROUTINE_FA.BN.MOVEMENT	166	.080	99.031
40 PROCESS_TARGET.REPORT	164	.079	99.111
41 ROUTINE_BTRY.EFFECTS	164	.079	99.190
42 ROUTINE_UNIT.ENVIR	164	.079	99.269
43 ROUTINE_FDC.TR.DEQ	157	.076	99.345
44 ROUTINE_FINISH.COMPUTATION	157	.076	99.421
45 ROUTINE_FDC.TR.ENQ	150	.072	99.493
46 EVENT_PDB.OPERATOR	120	.058	99.551
47 ROUTINE_GAMMA.F	94	.045	99.596
48 ROUTINE_DEQ.FEBA.SET	70	.034	99.630
49 ROUTINE_ENQ.FEBA.SET	70	.034	99.664
50 ROUTINE_FD.EFFECTS.REQ	69	.033	99.697
51 ROUTINE_EST.MIL.WORTH	62	.030	99.727
52 PROCESS_ARTY.ASSESS	55	.027	99.754
53 ROUTINE_COPY	54	.026	99.780

54	FUNCTION_EST.TR.RANGE	51	.025	99.804
55	ROUTINE_PROXIMITY.REQ	51	.025	99.829
56	EVENT_CFR.ON	47	.023	99.852
57	EVENT_CFR.OFF	45	.022	99.874
58	EVENT_STOP.ARTY.MOVEMENT	42	.020	99.894
59	EVENT_ARTY.OCCUPATION	41	.020	99.914
60	EVENT_START.ARTY.MOVEMENT	35	.017	99.930
61	ROUTINE_CHECK.FOR.MINES	35	.017	99.947
62	ROUTINE_BLOCK.LOS	20	.010	99.957
63	ROUTINE_CFR.DEGRADE	17	.008	99.965
64	ROUTINE_COMBINE.TRS	14	.007	99.972
65	ROUTINE_EXPONENTIAL.F	13	.006	99.978
66	EVENT_CFR.OPERATOR	10	.005	99.983
67	PROCESS_HOW.REPAIR	8	.004	99.987
68	EVENT_UPDATE.LOC	6	.003	99.990
69	ROUTINE_CHECK.PROX	6	.003	99.993
70	ROUTINE_DUST.EFFECTS	6	.003	99.996
71	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+1.E-03	99.997
72	EVENT_ACT.DEF	1	+5.E-04	99.997
73	EVENT_GET.NX.ORD	1	+5.E-04	99.998
74	EVENT_POSITION.REPORT	1	+5.E-04	99.998
75	ROUTINE_END.MOVE	1	+5.E-04	99.999
76	ROUTINE_FORPOSITION.OUT	1	+5.E-04	99.999
77	ROUTINE_HEADING	1	+5.E-04	100.000
78	ROUTINE_RESET.FEBA.SECTOR	1	+5.E-04	100.000
79	''PROGRAM''_MAIN	0	0.	100.000
80	EVENT_ACT.ATK	0	0.	100.000
81	EVENT_ACT.MOVCOR	0	0.	100.000
82	EVENT_ACT.MOVDIS	0	0.	100.000
83	EVENT_ACT.REINF	0	0.	100.000
84	EVENT_AD.ENGAGEMENT	0	0.	100.000
85	EVENT_BTL.ENDED	0	0.	100.000
86	EVENT_CHANGE.LITE	0	0.	100.000
87	EVENT_CHANGE.WEATHER	0	0.	100.000
88	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
89	EVENT_END.SIMULATION	0	0.	100.000
90	EVENT_ENGAGEMENT	0	0.	100.000
91	EVENT_FEBA.SORTIE	0	0.	100.000
92	EVENT_HC.DEPART.BATTLE	0	0.	100.000
93	EVENT_HELO.ENGAGEMENT	0	0.	100.000
94	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
95	EVENT_MOVE	0	0.	100.000
96	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
97	EVENT_SEND.TEAM	0	0.	100.000
98	EVENT_SET.DEBUG	0	0.	100.000
99	EVENT_START.BATTLE	0	0.	100.000
100	EVENT_START.MOVE	0	0.	100.000
101	FUNCTION_AR.PROB.DETECT	0	0.	100.000
102	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
103	FUNCTION_COLLISION	0	0.	100.000
104	FUNCTION_STAY.TIME	0	0.	100.000
105	PROCESS_AC.ATK.TGT	0	0.	100.000
106	PROCESS_AIR.OBSERVER	0	0.	100.000
107	PROCESS_AIRBORNE.RADAR	0	0.	100.000
108	PROCESS_ASSESSMENT	0	0.	100.000
109	PROCESS_CAS.MISSION	0	0.	100.000
110	PROCESS_FORWARD.OBSERVER	0	0.	100.000
111	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
112	PROCESS_HC.RETURN.FARRP	0	0.	100.000

113	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
114	PROCESS_HELICOPTER.FIRE	0	0.	100.000
115	PROCESS_MINE.ASSESS	0	0.	100.000
116	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
117	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
118	PROCESS_WITH.DRAW	0	0.	100.000
119	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
120	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
121	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
122	ROUTINE_AD.SHOOT	0	0.	100.000
123	ROUTINE_ADJUST	0	0.	100.000
124	ROUTINE_AMMO.RPT	0	0.	100.000
125	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
126	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
127	ROUTINE_AO.DETECTION	0	0.	100.000
128	ROUTINE_AR.DETECTION	0	0.	100.000
129	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
130	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
131	ROUTINE_BTL.CHECK	0	0.	100.000
132	ROUTINE_BTRY.INPUT	0	0.	100.000
133	ROUTINE_CAS.EVAL	0	0.	100.000
134	ROUTINE_CAT.TU.INPUT	0	0.	100.000
135	ROUTINE_CHANGE.LOC	0	0.	100.000
136	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
137	ROUTINE_CHECK.DEAD	0	0.	100.000
138	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
139	ROUTINE_CHECK.FORCE	0	0.	100.000
140	ROUTINE_CHECK.LIST	0	0.	100.000
141	ROUTINE_CHECK.STREN	0	0.	100.000
142	ROUTINE_COMPUTE.D	0	0.	100.000
143	ROUTINE_COMPUTE.WD	0	0.	100.000
144	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
145	ROUTINE_CREATE.FORCE	0	0.	100.000
146	ROUTINE_CREATE.TEAMS	0	0.	100.000
147	ROUTINE_DEAD.UNIT	0	0.	100.000
148	ROUTINE_DECIDE	0	0.	100.000
149	ROUTINE_DECISION.INPUT	0	0.	100.000
150	ROUTINE_DESTROY.ORD	0	0.	100.000
151	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
152	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
153	ROUTINE_EMPTY	0	0.	100.000
154	ROUTINE_END.CAS.MISSION	0	0.	100.000
155	ROUTINE_EQ.TE.INPUT	0	0.	100.000
156	ROUTINE_ERROR.STOP	0	0.	100.000
157	ROUTINE_FARRP.CHECK	0	0.	100.000
158	ROUTINE_FARRP.INPUT	0	0.	100.000
159	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
160	ROUTINE_FBN.FD.INPUT	0	0.	100.000
161	ROUTINE_FEBA.INITIAL	0	0.	100.000
162	ROUTINE_FILE.FD.SCHD	0	0.	100.000
163	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
164	ROUTINE_FIN.BATTLE	0	0.	100.000
165	ROUTINE_FIND.START.TIME	0	0.	100.000
166	ROUTINE_FLIGHT.PATH	0	0.	100.000
167	ROUTINE_FORM.TF.LIST	0	0.	100.000
168	ROUTINE_GENERAL.BATTLE	0	0.	100.000
169	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
170	ROUTINE_HC.DISENGAGE	0	0.	100.000
171	ROUTINE_HC.EMPTY	0	0.	100.000

172	ROUTINE_HE.LA.INPUT	0	0.	100.000
173	ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
174	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
175	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
176	ROUTINE_ILLUM.INPUT	0	0.	100.000
177	ROUTINE_INIT.REINF	0	0.	100.000
178	ROUTINE_INITIAL.DETECT	0	0.	100.000
179	ROUTINE_INITIAL.MOVE	0	0.	100.000
180	ROUTINE_INTER.BATTLE	0	0.	100.000
181	ROUTINE_INTER.HELO	0	0.	100.000
182	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
183	ROUTINE_KV.INPUT	0	0.	100.000
184	ROUTINE_KV.PRINT	0	0.	100.000
185	ROUTINE_KV.SCOREBOARD	0	0.	100.000
186	ROUTINE_LINE.CIRCLE	0	0.	100.000
187	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
188	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
189	ROUTINE_LOS.CHECK	0	0.	100.000
190	ROUTINE_MADS.INPUT	0	0.	100.000
191	ROUTINE_MAIN1	0	0.	100.000
192	ROUTINE_MAIN2	0	0.	100.000
193	ROUTINE_MAIN3	0	0.	100.000
194	ROUTINE_MAO.INPUT	0	0.	100.000
195	ROUTINE_MCFR.INPUT	0	0.	100.000
196	ROUTINE_MFO.INPUT	0	0.	100.000
197	ROUTINE_MIN.MOVE	0	0.	100.000
198	ROUTINE_MINE.DELAY	0	0.	100.000
199	ROUTINE_MINE.EFFECTS	0	0.	100.000
200	ROUTINE_MINE.INPUT	0	0.	100.000
201	ROUTINE_MPDB.INPUT	0	0.	100.000
202	ROUTINE_MRT.TO.FREQ	0	0.	100.000
203	ROUTINE_MUNS.INPUT	0	0.	100.000
204	ROUTINE_NEW.SEGMENT	0	0.	100.000
205	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
206	ROUTINE_ORD.ATK	0	0.	100.000
207	ROUTINE_ORD.DEF	0	0.	100.000
208	ROUTINE_ORD.MOVCOR	0	0.	100.000
209	ROUTINE_ORD.MOVDIS	0	0.	100.000
210	ROUTINE_ORD.REINF	0	0.	100.000
211	ROUTINE_ORIENTATION	0	0.	100.000
212	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
213	ROUTINE_P.E.M.INPUT	0	0.	100.000
214	ROUTINE_PGM.INPUT	0	0.	100.000
215	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
216	ROUTINE_PIR.DETECTION	0	0.	100.000
217	ROUTINE_PK.INPUT	0	0.	100.000
218	ROUTINE_PLAT.COUNT	0	0.	100.000
219	ROUTINE_POSITION	0	0.	100.000
220	ROUTINE_PRED.POS	0	0.	100.000
221	ROUTINE_PREP.WITHDRAW	0	0.	100.000
222	ROUTINE_PREPARE.LIST	0	0.	100.000
223	ROUTINE_PROB.INF	0	0.	100.000
224	ROUTINE_PROB.TIME	0	0.	100.000
225	ROUTINE_PROX.POS	0	0.	100.000
226	ROUTINE_READ.ORDERS	0	0.	100.000
227	ROUTINE_REIN.ARRIVE	0	0.	100.000
228	ROUTINE_REPLACE.HC	0	0.	100.000
229	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.FASCAM	0	0.	100.000

231	ROUTINE_REQUEST_ILLUM	0	0.	100.000
232	ROUTINE_REQUEST_SMOKE	0	0.	100.000
233	ROUTINE_REQUEST_WD_FASCAM	0	0.	100.000
234	ROUTINE_RPV_DETECTION	0	0.	100.000
235	ROUTINE_RUL_EN_INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH_COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT_ADJUST	0	0.	100.000
239	ROUTINE_SENSOR_INPUT	0	0.	100.000
240	ROUTINE_SMOKE_COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE_EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE_INPUT	0	0.	100.000
243	ROUTINE_SNAP_R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST_INPUT	0	0.	100.000
246	ROUTINE_SUBM_INPUT	0	0.	100.000
247	ROUTINE_SWITCH_FO	0	0.	100.000
248	ROUTINE_SYS_INPUT	0	0.	100.000
249	ROUTINE_TACAIR_DATA_REPORT	0	0.	100.000
250	ROUTINE_TACAIR_INPUT	0	0.	100.000
251	ROUTINE_TB_INPUT	0	0.	100.000
252	ROUTINE_TBF_INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE_ATTENUATION	0	0.	100.000
254	ROUTINE_TERM_CHECK	0	0.	100.000
255	ROUTINE_TIME_TO_DETECT	0	0.	100.000
256	ROUTINE_TR_INPUT	0	0.	100.000
257	ROUTINE_TT_FACTORS_INPUT	0	0.	100.000
258	ROUTINE_TYPE_WEAPON_INPUT	0	0.	100.000
259	ROUTINE_UNIT_ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT_INPUT	0	0.	100.000
261	ROUTINE_UNIT_PRIORITY	0	0.	100.000
262	ROUTINE_VIS_INPUT	0	0.	100.000
263	ROUTINE_WEIBULL_F	0	0.	100.000
264	ROUTINE_WHAT_NEXT	0	0.	100.000

TOTAL INVOCATIONS = 207119

CPU USAGE FOR SIMULATED HOUR 24. = 557.22 SECONDS

COSAGE SUMMARY INVOCATION REPORT

TOP 264 (100%) INVOKED ROUTINES		TOTAL INVOCATIONS	PCT TOTAL CALLS	ACC TOTAL PCT
1	FUNCTION_ACT.RANGE	1156013	19.672	19.672
2	ROUTINE_PK.COMPUTE	1079351	18.368	38.040
3	ROUTINE_RANGE.COMPUTE	653202	11.116	49.156
4	ROUTINE_PROX.CHECK	566583	9.642	58.798
5	ROUTINE_FRAC.COMPUTE	322356	5.486	64.283
6	ROUTINE_JOHNSON.CRITERIA	165384	2.814	67.098
7	ROUTINE_PROB.INF	165384	2.814	69.912
8	ROUTINE_PROB.TIME	165384	2.814	72.726
9	ROUTINE_SEARCH	165384	2.814	75.541
10	ROUTINE_SIZE.ESTIMATE	144055	2.451	77.992
11	ROUTINE_CONTRAST.TO.FREQ	132004	2.246	80.239
12	ROUTINE_LOCATE.SECTOR	130797	2.226	82.464
13	ROUTINE_FINAL.COVERAGE	80048	1.362	83.827
14	ROUTINE_TIME.TO.DETECT	61721	1.050	84.877
15	ROUTINE_PDB.DETECTION	49962	.850	85.727
16	PROCESS_ASSESSMENT	49392	.841	86.568
17	FUNCTION_COMBINATIONS	40661	.692	87.260
18	EVENT_PDB.ACTIVATION	38058	.648	87.907
19	ROUTINE_CHECK.ENGAGEMENT	34311	.584	88.491
20	PROCESS_SHOOT.OUT	33741	.574	89.065
21	ROUTINE_MRT.TO.FREQ	33380	.568	89.633
22	ROUTINE_TEMPERATURE.ATTENUATION	33380	.568	90.201
23	ROUTINE_DEQ.FEBA.SET	31861	.542	90.744
24	ROUTINE_ENQ.FEBA.SET	31690	.539	91.283
25	FUNCTION_EST.RANGE	27107	.461	91.744
26	ROUTINE_NOISE.DEGRADE	24976	.425	92.169
27	FUNCTION_HE.WLA	19621	.334	92.503
28	ROUTINE_FO.DETECTION	19580	.333	92.836
29	ROUTINE_VOLLEY	19036	.324	93.160
30	EVENT_CFR.ACTIVATION	19030	.324	93.484
31	ROUTINE_OUTPUT.ATTRITION	18846	.321	93.805
32	ROUTINE_NORMAL.F	18797	.320	94.125
33	FUNCTION_FEBA.BAND	18379	.313	94.437
34	ROUTINE_EST.COVERAGE	14643	.249	94.687
35	ROUTINE_WEIGHTED.VOLLEYS	14643	.249	94.936
36	ROUTINE_WEIBULL.F	11856	.202	95.138
37	ROUTINE_TARGET.ANALYSIS	10986	.187	95.325
38	ROUTINE_GET.TERRAIN	10572	.180	95.504
39	ROUTINE_HE.OR.ICM.COMPUTATION	10177	.173	95.678
40	ROUTINE_MIN.MOVE	10082	.172	95.849
41	ROUTINE_COMPARE.TRS	10022	.171	96.020
42	EVENT_UPDATE.LOC	9687	.165	96.185
43	ROUTINE_MARGINAL.EFFECTS.ADJ	9632	.164	96.349
44	ROUTINE_GAMMA.F	9372	.159	96.508
45	ROUTINE_TIME.REQ	9038	.154	96.662
46	ROUTINE_CHK.COMP.TR	8417	.143	96.805
47	ROUTINE_CHK.FD.TR	8411	.143	96.948
48	ROUTINE_FA.BN.ASGN	8202	.140	97.088
49	ROUTINE_CHANGE.LOC	7020	.119	97.207
50	ROUTINE_LOS.CHECK	7020	.119	97.327
51	ROUTINE_FA.BN.MOVEMENT	6769	.115	97.442
52	FUNCTION_ICM.WLA	6744	.115	97.557
53	ROUTINE_CFR.DETECTION	6272	.107	97.663

54	ROUTINE_COMPUTE.D	6028	.103	97.766
55	PROCESS_TARGET.REPORT	6023	.102	97.868
56	ROUTINE_REM.EFFECTS.COMPUTATION	5970	.102	97.970
57	PROCESS_FIRE.MISSION	5967	.102	98.072
58	ROUTINE_BTRY.FM.ENQ	5967	.102	98.173
59	ROUTINE_BTRY.FM.DEQ	5873	.100	98.273
60	ROUTINE_FDC.TR.ENQ	5597	.095	98.368
61	ROUTINE_FDC.TR.DEQ	5544	.094	98.463
62	ROUTINE_FINISH.COMPUTATION	5544	.094	98.557
63	ROUTINE_ANGLE.COMPUTE	4935	.084	98.641
64	ROUTINE_BTRY.EFFECTS	4371	.074	98.715
65	ROUTINE_UNIT.ENVIR	4370	.074	98.790
66	ROUTINE_NEW.SEGMENT	3258	.055	98.845
67	ROUTINE_CFR.DEGRADE	2870	.049	98.894
68	ROUTINE_BLOCK.LOS	2804	.048	98.942
69	ROUTINE_EST.MIL.WORTH	2689	.046	98.988
70	EVENT_CFR.OPERATOR	2632	.045	99.032
71	ROUTINE_CHECK.PROX	2572	.044	99.076
72	ROUTINE_EXPONENTIAL.F	2546	.043	99.119
73	EVENT_MOVE	2319	.039	99.159
74	EVENT_PDB.OPERATOR	2283	.039	99.198
75	ROUTINE_CAS.EVAL	2263	.039	99.236
76	ROUTINE_SEGMENT.ADJUST	2256	.038	99.275
77	ROUTINE_REQUEST.SMOKE	2151	.037	99.311
78	ROUTINE_FD.EFFECTS.REQ	2138	.036	99.348
79	FUNCTION_EST.TR.RANGE	2013	.034	99.382
80	ROUTINE_PROXIMITY.REQ	2013	.034	99.416
81	ROUTINE_DUST.EFFECTS	1960	.033	99.449
82	ROUTINE_POSITION	1919	.033	99.482
83	ROUTINE_CHECK.FOR.MINES	1888	.032	99.514
84	ROUTINE_LOCATE.SEARCH.AREA	1857	.032	99.546
85	ROUTINE_COPY	1815	.031	99.577
86	EVENT_ENGAGEMENT	1697	.029	99.606
87	ROUTINE_REQUEST.ILLUM	1697	.029	99.635
88	EVENT_START.ARTY.MOVEMENT	1405	.024	99.658
89	EVENT_STOP.ARTY.MOVEMENT	1405	.024	99.682
90	EVENT_ARTY.OCCUPATION	1402	.024	99.706
91	ROUTINE_COMPUTE.WD	1041	.018	99.724
92	ROUTINE_REQUEST.DEF.FASCAM	929	.016	99.740
93	EVENT_CFR.ON	837	.014	99.754
94	EVENT_CFR.OFF	834	.014	99.768
95	PROCESS_ARTY.ASSESS	777	.013	99.781
96	ROUTINE_DECIDE	777	.013	99.795
97	EVENT_GET.NX.ORD	706	.012	99.807
98	ROUTINE_CHECK.FORCE	545	.009	99.816
99	PROCESS_HOW.REPAIR	518	.009	99.825
100	EVENT_START.MOVE	483	.008	99.833
101	PROCESS_WITH.DRAW	454	.008	99.841
102	ROUTINE_PREP.WITHDRAW	454	.008	99.848
103	ROUTINE_REQUEST.WD.FASCAM	454	.008	99.856
104	ROUTINE_TERM.CHECK	449	.008	99.864
105	EVENT_ACT.DEF	446	.008	99.871
106	PROCESS_FORWARD.OBSERVER	421	.007	99.878
107	ROUTINE_COMBINE.TRS	359	.006	99.885
108	ROUTINE_CREATE.FORCE	324	.006	99.890
109	ROUTINE_UNIT.ASSIGNMENT	324	.006	99.896
110	ROUTINE_SWITCH.FO	322	.005	99.901
111	ROUTINE_CHECK.DEAD	320	.005	99.907
112	ROUTINE_PRED.POS	301	.005	99.912

113	ROUTINE_END.MOVE	272	.005	99.916
114	EVENT_ACT.MOVCOR	271	.005	99.921
115	ROUTINE_HEADING	270	.005	99.925
116	ROUTINE_ORD_DEF	257	.005	99.930
117	ROUTINE_ORD.MOVCOR	235	.004	99.934
118	ROUTINE_CHECK_LIST	230	.004	99.938
119	ROUTINE_UNIT_PRIORITY	228	.004	99.942
120	EVENT_ACT.MOVDIS	213	.004	99.945
121	ROUTINE_WHAT_NEXT	203	.003	99.949
122	ROUTINE_CHECK_STREN	190	.003	99.952
123	ROUTINE_DEAD_UNIT	171	.003	99.955
124	EVENT_START_BATTLE	162	.003	99.958
125	ROUTINE_ADJUST	162	.003	99.961
126	ROUTINE_GENERAL_BATTLE	162	.003	99.963
127	ROUTINE_INITIAL_DETECT	162	.003	99.966
128	ROUTINE_INITIAL_MOVE	162	.003	99.969
129	ROUTINE_LINE_OF_SIGHT	162	.003	99.972
130	ROUTINE_ORIENTATION	162	.003	99.974
131	ROUTINE_EMPTY	160	.003	99.977
132	ROUTINE_PROX_POS	140	.002	99.979
133	ROUTINE_PGM_MSN_ASGN	128	.002	99.982
134	EVENT_ACT_ATK	114	.002	99.984
135	ROUTINE_PREPARE_LIST	114	.002	99.986
136	EVENT_BTL_ENDED	112	.002	99.987
137	ROUTINE_FIN_BATTLE	112	.002	99.989
138	ROUTINE_ORD_MOVDIS	106	.002	99.991
139	ROUTINE_ORD_ATK	90	.002	99.993
140	ROUTINE_FORM_TF_LIST	76	.001	99.994
141	ROUTINE_INTER_BATTLE	50	+9.E-04	99.995
142	EVENT_SCHEDULE_ARTY_MOVEMENT	48	+8.E-04	99.996
143	ROUTINE_INTER_HELO	48	+8.E-04	99.996
144	ROUTINE_RESET_FEBA_SECTOR	41	+7.E-04	99.997
145	ROUTINE_DESTROY_ORD	38	+6.E-04	99.998
146	ROUTINE_ATTRIT_SENSOR	34	+6.E-04	99.998
147	ROUTINE_CREATE_TEAMS	17	+3.E-04	99.999
148	FUNCTION_COLLISION	15	+3.E-04	99.999
149	ROUTINE_DQ_CMSN_QUEUE	11	+2.E-04	99.999
150	EVENT_CHANGE_WEATHER	9	+2.E-04	99.999
151	EVENT_CHANGE_LITE	2	+3.E-05	99.999
152	EVENT_POSITION_REPORT	2	+3.E-05	99.999
153	ROUTINE_FORPOSITION_OUT	2	+3.E-05	99.999
154	''PROGRAM''_MAIN	1	+2.E-05	99.999
155	ROUTINE_BTRY_INPUT	1	+2.E-05	99.999
156	ROUTINE_CAT_TU_INPUT	1	+2.E-05	99.999
157	ROUTINE_DECISION_INPUT	1	+2.E-05	99.999
158	ROUTINE_EQ_TE_INPUT	1	+2.E-05	99.999
159	ROUTINE_FARRP_INPUT	1	+2.E-05	99.999
160	ROUTINE_FBN_FD_INPUT	1	+2.E-05	99.999
161	ROUTINE_FEBA_INITIAL	1	+2.E-05	99.999
162	ROUTINE_HE_LA_INPUT	1	+2.E-05	100.000
163	ROUTINE_ILLUM_INPUT	1	+2.E-05	100.000
164	ROUTINE_KV_INPUT	1	+2.E-05	100.000
165	ROUTINE_MAIN1	1	+2.E-05	100.000
166	ROUTINE_MAIN2	1	+2.E-05	100.000
167	ROUTINE_MAIN3	1	+2.E-05	100.000
168	ROUTINE_MAO_INPUT	1	+2.E-05	100.000
169	ROUTINE_MCFR_INPUT	1	+2.E-05	100.000
170	ROUTINE_MFO_INPUT	1	+2.E-05	100.000
171	ROUTINE_MINE_INPUT	1	+2.E-05	100.000

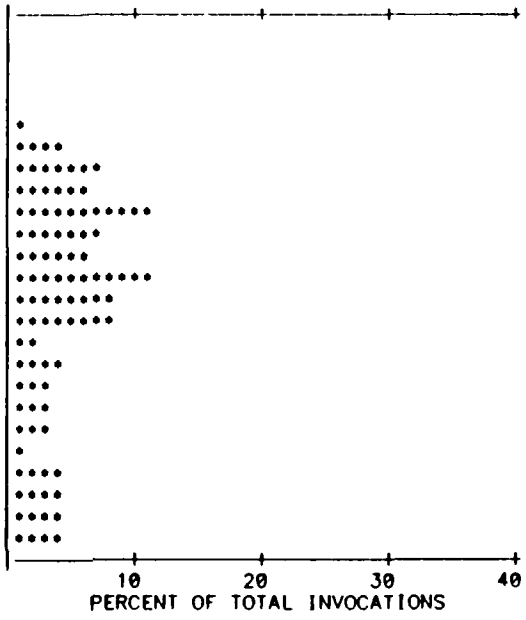
172	ROUTINE_MPDB.INPUT	1	+2.E-05	100.000
173	ROUTINE_MUNS.INPUT	1	+2.E-05	100.000
174	ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	+2.E-05	100.000
175	ROUTINE_P.E.M.INPUT	1	+2.E-05	100.000
176	ROUTINE_PGM.INPUT	1	+2.E-05	100.000
177	ROUTINE_PK.INPUT	1	+2.E-05	100.000
178	ROUTINE_READ.ORDERS	1	+2.E-05	100.000
179	ROUTINE_RUL.EN.INPUT	1	+2.E-05	100.000
180	ROUTINE_SENSOR.INPUT	1	+2.E-05	100.000
181	ROUTINE_SMOKE.INPUT	1	+2.E-05	100.000
182	ROUTINE_ST.INPUT	1	+2.E-05	100.000
183	ROUTINE_SUBM.INPUT	1	+2.E-05	100.000
184	ROUTINE_SYS.INPUT	1	+2.E-05	100.000
185	ROUTINE_TACAIR.INPUT	1	+2.E-05	100.000
186	ROUTINE_TB.INPUT	1	+2.E-05	100.000
187	ROUTINE_TBF.INPUT	1	+2.E-05	100.000
188	ROUTINE_TT.FACTORS.INPUT	1	+2.E-05	100.000
189	ROUTINE_TYPE.WEAPON.INPUT	1	+2.E-05	100.000
190	ROUTINE_UNIT.INPUT	1	+2.E-05	100.000
191	ROUTINE_VIS.INPUT	1	+2.E-05	100.000
192	EVENT_ACT.REINF	0	0.	100.000
193	EVENT_AD ENGAGEMENT	0	0.	100.000
194	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
195	EVENT_END.SIMULATION	0	0.	100.000
196	EVENT_FEBA.SORTIE	0	0.	100.000
197	EVENT_HC.DEPART.BATTLE	0	0.	100.000
198	EVENT_HELO.ENGAGEMENT	0	0.	100.000
199	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
200	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
201	EVENT_SEND.TEAM	0	0.	100.000
202	EVENT_SET.DEBUG	0	0.	100.000
203	FUNCTION_AR.PROB.DETECT	0	0.	100.000
204	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
205	FUNCTION_STAY.TIME	0	0.	100.000
206	PROCESS_AC.ATK.TGT	0	0.	100.000
207	PROCESS_AIR.OBSERVER	0	0.	100.000
208	PROCESS_AIRBORNE.RADAR	0	0.	100.000
209	PROCESS_CAS.MISSION	0	0.	100.000
210	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
211	PROCESS_HC.RETURN.FARRP	0	0.	100.000
212	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
213	PROCESS_HELICOPTER.FIRE	0	0.	100.000
214	PROCESS_MINE.ASSESS	0	0.	100.000
215	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
216	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
217	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
218	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
219	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
220	ROUTINE_AD.SHOOT	0	0.	100.000
221	ROUTINE_AMMO.RPT	0	0.	100.000
222	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
223	ROUTINE_AO.DETECTION	0	0.	100.000
224	ROUTINE_AR.DETECTION	0	0.	100.000
225	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
226	ROUTINE_BTL.CHECK	0	0.	100.000
227	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
228	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
229	ROUTINE_END.CAS.MISSION	0	0.	100.000
230	ROUTINE_ERROR.STOP	0	0.	100.000

231	ROUTINE_FARRP.CHECK	0	0.	100.000
232	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
233	ROUTINE_FILE_FD_SCHD	0	0.	100.000
234	ROUTINE_FILE_KAD_SENSOR	0	0.	100.000
235	ROUTINE_FIND_START_TIME	0	0	100.000
236	ROUTINE_FLIGHT_PATH	0	0	100.000
237	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
238	ROUTINE_HC.DISENGAGE	0	0.	100.000
239	ROUTINE_HC.EMPTY	0	0.	100.000
240	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
241	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
242	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
243	ROUTINE_INIT.REINF	0	0.	100.000
244	ROUTINE_KV.PRINT	0	0.	100.000
245	ROUTINE_KV.SCOREBOARD	0	0.	100.000
246	ROUTINE_LINE.CIRCLE	0	0.	100.000
247	ROUTINE_MADS.INPUT	0	0.	100.000
248	ROUTINE_MINE.DELAY	0	0.	100.000
249	ROUTINE_MINE.EFFECTS	0	0.	100.000
250	ROUTINE_ORD.REINF	0	0.	100.000
251	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
252	ROUTINE_PIR.DETECTION	0	0.	100.000
253	ROUTINE_PLAT.COUNT	0	0.	100.000
254	ROUTINE_REIN.ARRIVE	0	0.	100.000
255	ROUTINE_REPLACE.HC	0	0.	100.000
256	ROUTINE_REQUEST.FASCAM	0	0.	100.000
257	ROUTINE_RPV.DETECTION	0	0.	100.000
258	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
259	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
260	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
261	ROUTINE_SNAP.R	0	0.	100.000
262	ROUTINE_SNAP2	0	0.	100.000
263	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
264	ROUTINE_TR.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 5876346

COSAGE INVOCATION SUMMARY

SIMULATED HOUR	INVOCATIONS	PCT OF TOTAL INVOCATIONS
1	16665	.28
2	13290	.23
3	1902	.03
4	13237	.23
5	64653	1.10
6	258563	4.40
7	416316	7.08
8	357406	6.08
9	633623	10.78
10	402440	6.85
11	353395	6.01
12	624919	10.63
13	467872	7.96
14	476146	8.10
15	137925	2.35
16	212447	3.62
17	157464	2.68
18	150018	2.55
19	171587	2.92
20	68737	1.17
21	226602	3.86
22	225735	3.84
23	218285	3.71
24	207119	3.52
TOTAL	5876346	100.00



COSAGE CPU USAGE SUMMARY

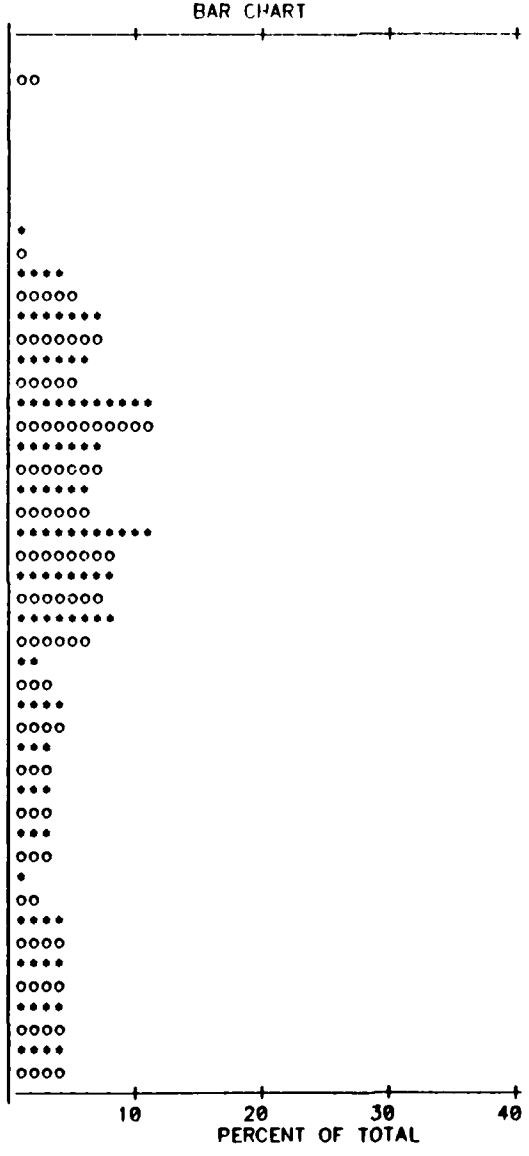
SIMULATED HOUR	CPU SECONDS	PCT OF TOTAL CPU SECONDS	BAR CHART
1	255.32	1.62	oo
2	8.73	.06	
3	2.38	.02	
4	8.62	.05	
5	169.62	1.07	o
6	854.55	5.41	ooooo
7	1138.52	7.21	ooooooo
8	866.10	5.48	ooooo
9	1755.64	11.12	oooooooooooo
10	1181.04	7.48	ooooooo
11	950.67	6.02	oooooo
12	1234.75	7.82	oooooooo
13	1028.81	6.52	ooooooo
14	1017.60	6.44	oooooo
15	471.32	2.98	ooo
16	608.53	3.85	oooo
17	528.54	3.35	ooo
18	525.58	3.33	ooo
19	513.79	3.25	ooo
20	268.32	1.70	oo
21	637.76	4.04	oooo
22	613.21	3.88	oooo
23	594.06	3.76	oooo
24	557.22	3.53	oooo
TOTAL	15790.68	100.00	

10 20 30 40

PERCENT OF TOTAL CPU SECONDS

COSAGE INVOCATION AND CPU USAGE SUMMARY

SIMULATED HOUR	PERCENT OF INVOCATIONS AND CPU SECONDS
1	.28
	1.62
2	.23
	.06
3	.03
	.02
4	.23
	.05
5	1.10
	1.07
6	4.40
	5.41
7	7.08
	7.21
8	6.08
	5.48
9	10.78
	11.12
10	6.85
	7.48
11	6.01
	6.02
12	10.63
	7.82
13	7.96
	6.52
14	8.10
	6.44
15	2.35
	2.98
16	3.62
	3.85
17	2.68
	3.35
18	2.55
	3.33
19	2.92
	3.25
20	1.17
	1.79
21	3.86
	4.04
22	3.84
	3.88
23	3.71
	3.76
24	3.52
	3.53



• = PCT INVOCATIONS o = PCT CPU SECONDS

APPENDIX D

COSAGE HOURLY INVOCATION REPORT

(random number seed 10)

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 1. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	10052	59.844	59.844
2 ROUTINE_EXPONENTIAL.F	2048	12.193	72.037
3 ROUTINE_GAMMA.F	1776	10.573	82.610
4 ROUTINE_LOCATE.SECTOR	680	4.048	86.658
5 PROCESS_FORWARD.OBSERVER	421	2.506	89.165
6 ROUTINE_LOCATE.SEARCH.AREA	421	2.506	91.671
7 ROUTINE_ORD.DEF	267	1.590	93.261
8 ROUTINE_ORD.MOVCOR	235	1.399	94.660
9 ROUTINE_FA.BN.MOVEMENT	132	.786	95.446
10 ROUTINE_ORD.MOVDIS	106	.631	96.077
11 EVENT_ACT.DEF	100	.595	96.672
12 ROUTINE_ORD.ATK	90	.536	97.208
13 ROUTINE_FORM.TF.LIST	76	.452	97.660
14 ROUTINE_CHECK.PROX	74	.441	98.101
15 ROUTINE_DEQ.FEBA.SET	74	.441	98.541
16 ROUTINE_ENQ.FEBA.SET	74	.441	98.982
17 EVENT_UPDATE.LOC	71	.423	99.405
18 ROUTINE_RESET.FEBA.SECTOR	29	.173	99.577
19 ROUTINE_CREATE.TEAMS	17	.101	99.679
20 EVENT_ACT.MOVCOR	3	.018	99.696
21 EVENT_START.MOVE	3	.018	99.714
22 ROUTINE_CHECK.FOR.MINES	3	.018	99.732
23 ROUTINE_GET.TERRAIN	3	.018	99.750
24 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.012	99.762
25 ''PROGRAM''_MAIN	1	.006	99.768
26 EVENT_POSITION.REPORT	1	.006	99.774
27 ROUTINE_BTRY.INPUT	1	.006	99.780
28 ROUTINE_CAT.TU INPUT	1	.006	99.786
29 ROUTINE_DECISION.INPUT	1	.006	99.792
30 ROUTINE_EQ.TE.INPUT	1	.006	99.798
31 ROUTINE_FARRP.INPUT	1	.006	99.804
32 ROUTINE_FBN.FD.INPUT	1	.006	99.809
33 ROUTINE_FEBA.INITIAL	1	.006	99.815
34 ROUTINE_FORPOSITION.OUT	1	.006	99.821
35 ROUTINE_HE.LA.INPUT	1	.006	99.827
36 ROUTINE_ILLUM.INPUT	1	.006	99.833
37 ROUTINE_KV.INPUT	1	.006	99.839
38 ROUTINE_MAIN1	1	.006	99.845
39 ROUTINE_MAIN2	1	.006	99.851
40 ROUTINE_MAIN3	1	.006	99.857
41 ROUTINE_MAO.INPUT	1	.006	99.863
42 ROUTINE_MCFR.INPUT	1	.006	99.869
43 ROUTINE_MFO.INPUT	1	.006	99.875
44 ROUTINE_MINE.INPUT	1	.006	99.881
45 ROUTINE_MPDB.INPUT	1	.006	99.887
46 ROUTINE_MUNS.INPUT	1	.006	99.893
47 ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	.006	99.899
48 ROUTINE_P.E.M.INPUT	1	.006	99.905
49 ROUTINE_PGM.INPUT	1	.006	99.911
50 ROUTINE_PK.INPUT	1	.006	99.917
51 ROUTINE_READ.ORDERS	1	.006	99.923
52 ROUTINE_RUL.EN.INPUT	1	.006	99.929
53 ROUTINE_SENSOR.INPUT	1	.006	99.935

54	ROUTINE_SMOKE.INPUT	1		.006	99.940
55	ROUTINE_ST.INPUT	1		.006	99.946
56	ROUTINE_SUBM.INPUT	1		.006	99.952
57	ROUTINE_SYS.INPUT	1		.006	99.958
58	ROUTINE_TACAIR INPUT	1		.006	99.964
59	ROUTINE_TB.INPUT	1		.006	99.970
60	ROUTINE_TBF.INPUT	1		.006	99.976
61	ROUTINE_TT.FACTORS.INPUT	1		.006	99.982
62	ROUTINE_TYPE.WEAPON.INPUT	1		.006	99.988
63	ROUTINE_UNIT.INPUT	1		.006	99.994
64	ROUTINE_VIS.INPUT	1		.006	100.000
65	EVENT_ACT.ATK	0	0.		100.000
66	EVENT_ACT.MOVDIS	0	0.		100.000
67	EVENT_ACT.REINF	0	0.		100.000
68	EVENT_AD.ENGAGEMENT	0	0.		100.000
69	EVENT_ARTY.OCCUPATION	0	0.		100.000
70	EVENT_BTL.ENDED	0	0.		100.000
71	EVENT_CFR.ACTIVATION	0	0.		100.000
72	EVENT_CFR.OFF	0	0.		100.000
73	EVENT_CFR.ON	0	0.		100.000
74	EVENT_CFR.OPERATOR	0	0.		100.000
75	EVENT_CHANGE.LITE	0	0.		100.000
76	EVENT_CHANGE.WEATHER	0	0.		100.000
77	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.		100.000
78	EVENT_END.SIMULATION	0	0.		100.000
79	EVENT_ENGAGEMENT	0	0.		100.000
80	EVENT_FEBA.SORTIE	0	0.		100.000
81	EVENT_GET.NX.ORD	0	0.		100.000
82	EVENT_HC.DEPART.BATTLE	0	0.		100.000
83	EVENT_HELO.ENGAGEMENT	0	0.		100.000
84	EVENT_INIT.PREPLAN.CAS	0	0.		100.000
85	EVENT_MOVE	0	0.		100.000
86	EVENT_OFF.LINE.ATTRITION	0	0.		100.000
87	EVENT_PDB.ACTIVATION	0	0.		100.000
88	EVENT_PDB.OPERATOR	0	0.		100.000
89	EVENT_SEND.TEAM	0	0.		100.000
90	EVENT_SET.DEBUG	0	0.		100.000
91	EVENT_START.ARTY.MOVEMENT	0	0.		100.000
92	EVENT_START.BATTLE	0	0.		100.000
93	EVENT_STOP.ARTY.MOVEMENT	0	0.		100.000
94	FUNCTION_AR.PROB.DETECT	0	0.		100.000
95	FUNCTION_BTRY.AVAILABLE	0	0.		100.000
96	FUNCTION_COLLISION	0	0.		100.000
97	FUNCTION_COMBINATIONS	0	0.		100.000
98	FUNCTION_EST.RANGE	0	0.		100.000
99	FUNCTION_EST.TR.RANGE	0	0.		100.000
100	FUNCTION_FEBA.BAND	0	0.		100.000
101	FUNCTION_HE.WLA	0	0.		100.000
102	FUNCTION_ICM.WLA	0	0.		100.000
103	FUNCTION_STAY.TIME	0	0.		100.000
104	PROCESS_AC.ATK.TGT	0	0.		100.000
105	PROCESS_AIR.OBSERVER	0	0.		100.000
106	PROCESS_AIRBORNE.RADAR	0	0.		100.000
107	PROCESS_ARTY.ASSESS	0	0.		100.000
108	PROCESS_ASSESSMENT	0	0.		100.000
109	PROCESS_CAS.MISSION	0	0.		100.000
110	PROCESS_FIRE.MISSION	0	0.		100.000
111	PROCESS_HC.ARRIVE.BATTLE	0	0.		100.000
112	PROCESS_HC.RETURN.FARRP	0	0.		100.000

113	PROCESS_HEL.TARGET ACQUISITION	0	0.	100.000
114	PROCESS_HELICOPTER.FIRE	0	0.	100.000
115	PROCESS_HOW.REPAIR	0	0.	100.000
116	PROCESS_MINE.ASSESS	0	0.	100.000
117	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
118	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
119	PROCESS_SHOOT.OUT	0	0.	100.000
120	PROCESS_TARGET.REPORT	0	0.	100.000
121	PROCESS_WITH.DRAW	0	0.	100.000
122	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
123	ROUTINE_AC DF.EFFECTS	0	0.	100.000
124	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
125	ROUTINE_AD.SHOOT	0	0.	100.000
126	ROUTINE_ADJUST	0	0.	100.000
127	ROUTINE_AMMO.RPT	0	0.	100.000
128	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
129	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
130	ROUTINE_AO.DETECTION	0	0.	100.000
131	ROUTINE_AR.DETECTION	0	0.	100.000
132	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
133	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
134	ROUTINE_BLOCK.LOS	0	0.	100.000
135	ROUTINE_BTL.CHECK	0	0.	100.000
136	ROUTINE_BTRY.EFFECTS	0	0.	100.000
137	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
138	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
139	ROUTINE_CAS.EVAL	0	0.	100.000
140	ROUTINE_CFR.DEGRADE	0	0.	100.000
141	ROUTINE_CFR.DETECTION	0	0.	100.000
142	ROUTINE_CHANGE.LOC	0	0.	100.000
143	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
144	ROUTINE_CHECK.DEAD	0	0.	100.000
145	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
146	ROUTINE_CHECK.FORCE	0	0.	100.000
147	ROUTINE_CHECK.LIST	0	0.	100.000
148	ROUTINE_CHECK.STREN	0	0.	100.000
149	ROUTINE_CHK.COMP.TR	0	0.	100.000
150	ROUTINE_CHK.FD.TR	0	0.	100.000
151	ROUTINE_COMBINE.TRS	0	0.	100.000
152	ROUTINE_COMPARE.TRS	0	0.	100.000
153	ROUTINE_COMPUTE.D	0	0.	100.000
154	ROUTINE_COMPUTE.WD	0	0.	100.000
155	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
156	ROUTINE_COPY	0	0.	100.000
157	ROUTINE_CREATE.FORCE	0	0.	100.000
158	ROUTINE_DEAD.UNIT	0	0.	100.000
159	ROUTINE_DECIDE	0	0.	100.000
160	ROUTINE_DESTROY.ORD	0	0.	100.000
161	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
162	ROUTINE_DUST.EFFECTS	0	0.	100.000
163	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
164	ROUTINE_EMPTY	0	0.	100.000
165	ROUTINE_END.CAS.MISSION	0	0.	100.000
166	ROUTINE_END.MOVE	0	0.	100.000
167	ROUTINE_ERROR.STOP	0	0.	100.000
168	ROUTINE_EST.COVERAGE	0	0.	100.000
169	ROUTINE_EST.MIL.WORTH	0	0.	100.000
170	ROUTINE_FA.BN.ASGN	0	0.	100.000
171	ROUTINE_FARRP.CHECK	0	0.	100.000

172	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
173	ROUTINE_FD_EFFECTS_REQ	0	0.	100.000
174	ROUTINE_FDC_TR_DEQ	0	0.	100.000
175	ROUTINE_FDC_TR_ENQ	0	0.	100.000
176	ROUTINE_FILE_FD_SCHD	0	0.	100.000
177	ROUTINE_FILE_KAD_SENSOR	0	0.	100.000
178	ROUTINE_FIN_BATTLE	0	0.	100.000
179	ROUTINE_FINAL_COVERAGE	0	0.	100.000
180	ROUTINE_FIND_START_TIME	0	0.	100.000
181	ROUTINE_FINISH_COMPUTATION	0	0.	100.000
182	ROUTINE_FLIGHT_PATH	0	0.	100.000
183	ROUTINE_FO_DETECTION	0	0.	100.000
184	ROUTINE_FRAC_COMPUTE	0	0.	100.000
185	ROUTINE_GENERAL_BATTLE	0	0.	100.000
186	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.000
187	ROUTINE_HC_DISENGAGE	0	0.	100.000
188	ROUTINE_HC_EMPTY	0	0.	100.000
189	ROUTINE_HE_OR_ICM_COMPUTATION	0	0.	100.000
190	ROUTINE_HEADING	0	0.	100.000
191	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.000
192	ROUTINE_ILLUM_COMPUTATION	0	0.	100.000
193	ROUTINE_ILLUM_EFFECTS	0	0.	100.000
194	ROUTINE_INIT_REINF	0	0.	100.000
195	ROUTINE_INITIAL_DETECT	0	0.	100.000
196	ROUTINE_INITIAL_MOVE	0	0.	100.000
197	ROUTINE_INTER_BATTLE	0	0.	100.000
198	ROUTINE_INTER_HELO	0	0.	100.000
199	ROUTINE_JOHNSON_CRITERIA	0	0.	100.000
200	ROUTINE_KV_PRINT	0	0.	100.000
201	ROUTINE_KV_SCOREBOARD	0	0.	100.000
202	ROUTINE_LINE_CIRCLE	0	0.	100.000
203	ROUTINE_LINE_OF_SIGHT	0	0.	100.000
204	ROUTINE_LOS_CHECK	0	0.	100.000
205	ROUTINE_MADS_INPUT	0	0.	100.000
206	ROUTINE_MARGINAL_EFFECTS_ADJ	0	0.	100.000
207	ROUTINE_MIN_MOVE	0	0.	100.000
208	ROUTINE_MINE_DELAY	0	0.	100.000
209	ROUTINE_MINE_EFFECTS	0	0.	100.000
210	ROUTINE_MRT_TO_FREQ	0	0.	100.000
211	ROUTINE_NEW_SEGMENT	0	0.	100.000
212	ROUTINE_NOISE_DEGRADE	0	0.	100.000
213	ROUTINE_NORMAL_F	0	0.	100.000
214	ROUTINE_ORD_REINF	0	0.	100.000
215	ROUTINE_ORIENTATION	0	0.	100.000
216	ROUTINE_OUTPUT_ATTRITION	0	0.	100.000
217	ROUTINE_OUTPUT_EXPENDITURES	0	0.	100.000
218	ROUTINE_PDB_DETECTION	0	0.	100.000
219	ROUTINE_PGM_MSN_ASGN	0	0.	100.000
220	ROUTINE_PIR_DETECTION	0	0.	100.000
221	ROUTINE_PK_COMPUTE	0	0.	100.000
222	ROUTINE_PLAT_COUNT	0	0.	100.000
223	ROUTINE_POSITION	0	0.	100.000
224	ROUTINE_PRED_POS	0	0.	100.000
225	ROUTINE_PREP_WITHDRAW	0	0.	100.000
226	ROUTINE_PREPARE_LIST	0	0.	100.000
227	ROUTINE_PROB_INF	0	0.	100.000
228	ROUTINE_PROB_TIME	0	0.	100.000
229	ROUTINE_PROX_CHECK	0	0.	100.000
230	ROUTINE_PROX_POS	0	0.	100.000

231	ROUTINE_PROXIMITY.REQ	0	0.	100 000
232	ROUTINE_RANGE.COMPUTE	0	0.	100 000
233	ROUTINE_REIN.ARRIVE	0	0.	100.000
234	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
235	ROUTINE_REPLACE.HC	0	0.	100.000
236	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
237	ROUTINE_REQUEST.FASCAM	0	0.	100.000
238	ROUTINE_REQUEST.ILLUM	0	0.	100.000
239	ROUTINE_REQUEST.SMOKE	0	0.	100.000
240	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
241	ROUTINE_RPV.DETECTION	0	0.	100.000
242	ROUTINE_SEARCH	0	0.	100.000
243	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
244	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
245	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
246	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
247	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
248	ROUTINE_SNAP.R	0	0.	100.000
249	ROUTINE_SNAP2	0	0.	100.000
250	ROUTINE_SWITCH.FO	0	0.	100.000
251	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
252	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.REQ	0	0.	100.000
256	ROUTINE_TIME.TO.DETECT	0	0.	100.000
257	ROUTINE_TR.INPUT	0	0.	100.000
258	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
259	ROUTINE_UNIT.ENVIR	0	0.	100.000
260	ROUTINE_UNIT.PRIORITY	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 16797

CPU USAGE FOR SIMULATED HOUR 1. = 247.09 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 2.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	11882	90.792	90.792
2 ROUTINE_LOCATE.SECTOR	438	3.347	94.139
3 ROUTINE_FA.BN.MOVEMENT	161	1.230	95.369
4 ROUTINE_CHECK.PROX	93	.711	96.080
5 ROUTINE_DEQ.FEBA.SET	93	.711	96.791
6 ROUTINE_ENQ.FEBA.SET	93	.711	97.501
7 EVENT_UPDATE.LOC	92	.703	98.204
8 ROUTINE_CHECK.FOR.MINES	49	.374	98.579
9 ROUTINE_GET.TERRAIN	49	.374	98.953
10 EVENT_START.ARTY.MOVEMENT	48	.367	99.320
11 EVENT_STOP.ARTY.MOVEMENT	38	.290	99.610
12 EVENT_ARTY.OCCUPATION	33	.252	99.862
13 EVENT_ACT.DEF	3	.023	99.885
14 EVENT_GET.NX.ORD	3	.023	99.908
15 ROUTINE_CHECK.STREN	3	.023	99.931
16 ROUTINE_PROX.POS	3	.023	99.954
17 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.015	99.969
18 EVENT_ACT.MOVCOR	1	.008	99.977
19 EVENT_CHANGE.WEATHER	1	.008	99.985
20 EVENT_START.MOVE	1	.008	99.992
21 ROUTINE_DQ.CMSN.QUEUE	1	.008	100.000
22 ''PROGRAM''_MAIN	0	0.	100.000
23 EVENT_ACT.ATK	0	0.	100.000
24 EVENT_ACT.MOVDIS	0	0.	100.000
25 EVENT_ACT.REINF	0	0.	100.000
26 EVENT_AD.ENGAGEMENT	0	0.	100.000
27 EVENT_BTL.ENDED	0	0.	100.000
28 EVENT_CFR.ACTIVATION	0	0.	100.000
29 EVENT_CFR.OFF	0	0.	100.000
30 EVENT_CFR.ON	0	0.	100.000
31 EVENT_CFR.OPERATOR	0	0.	100.000
32 EVENT_CHANGE.LITE	0	0.	100.000
33 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
34 EVENT_END.SIMULATION	0	0.	100.000
35 EVENT_ENGAGEMENT	0	0.	100.000
36 EVENT_FEBA.SORTIE	0	0.	100.000
37 EVENT_HC.DEPART.BATTLE	0	0.	100.000
38 EVENT_HELO.ENGAGEMENT	0	0.	100.000
39 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
40 EVENT_MOVE	0	0.	100.000
41 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
42 EVENT_PDB.ACTIVATION	0	0.	100.000
43 EVENT_PDB.OPERATOR	0	0.	100.000
44 EVENT_POSITION.REPORT	0	0.	100.000
45 EVENT_SEND.TEAM	0	0.	100.000
46 EVENT_SET.DEBUG	0	0.	100.000
47 EVENT_START.BATTLE	0	0.	100.000
48 FUNCTION_AR.PROB.DETECT	0	0.	100.000
49 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST.RANGE	0	0.	100.000
53 FUNCTION_EST.TR.RANGE	0	0.	100.000

54	FUNCTION_FEBA.BAND	0	0.	100.000
55	FUNCTION_HE.WLA	0	0.	100.000
56	FUNCTION_ICM.WLA	0	0	100.000
57	FUNCTION_STAY.TIME	0	0.	100.000
58	PROCESS_AC.ATK.TGT	0	0	100.000
59	PROCESS_AIR.OBSERVER	0	0.	100.000
60	PROCESS_AIRBORNE.RADAR	0	0.	100.000
61	PROCESS_ARTY.ASSESS	0	0.	100.000
62	PROCESS_ASSESSMENT	0	0.	100.000
63	PROCESS_CAS.MISSION	0	0.	100.000
64	PROCESS_FIRE.MISSION	0	0.	100.000
65	PROCESS_FORWARD.OBSERVER	0	0.	100.000
66	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
67	PROCESS_HC.RETURN.FARRP	0	0.	100.000
68	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
69	PROCESS_HELICOPTER.FIRE	0	0.	100.000
70	PROCESS_HOW.REPAIR	0	0.	100.000
71	PROCESS_MINE.ASSESS	0	0.	100.000
72	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
73	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
74	PROCESS_SHOOT.OUT	0	0.	100.000
75	PROCESS_TARGET.REPORT	0	0.	100.000
76	PROCESS_WITH.DRAW	0	0.	100.000
77	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
78	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
79	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
80	ROUTINE_AD.SHOOT	0	0.	100.000
81	ROUTINE_ADJUST	0	0.	100.000
82	ROUTINE_AMMO.RPT	0	0.	100.000
83	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
84	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
85	ROUTINE_AO.DETECTION	0	0.	100.000
86	ROUTINE_AR.DETECTION	0	0.	100.000
87	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
88	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
89	ROUTINE_BLOCK.LOS	0	0.	100.000
90	ROUTINE_BTL.CHECK	0	0.	100.000
91	ROUTINE_BTRY.EFFECTS	0	0.	100.000
92	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
93	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
94	ROUTINE_BTRY.INPUT	0	0.	100.000
95	ROUTINE_CAS.EVAL	0	0.	100.000
96	ROUTINE_CAT.TU.INPUT	0	0.	100.000
97	ROUTINE_CFR.DEGRADE	0	0.	100.000
98	ROUTINE_CFR.DETECTION	0	0.	100.000
99	ROUTINE_CHANGE.LOC	0	0.	100.000
100	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
101	ROUTINE_CHECK.DEAD	0	0.	100.000
102	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
103	ROUTINE_CHECK.FORCE	0	0.	100.000
104	ROUTINE_CHECK.LIST	0	0.	100.000
105	ROUTINE_CHK.COMP.TR	0	0.	100.000
106	ROUTINE_CHK.FD.TR	0	0.	100.000
107	ROUTINE_COMBINE.TRS	0	0.	100.000
108	ROUTINE_COMPARE.TRS	0	0.	100.000
109	ROUTINE_COMPUTE.D	0	0.	100.000
110	ROUTINE_COMPUTE.WD	0	0.	100.000
111	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
112	ROUTINE_COPY	0	0.	100.000

113	ROUTINE_CREATE.FORCE	0	0.	100.000
114	ROUTINE_CREATE.TEAMS	0	0.	100.000
115	ROUTINE_DEAD.UNIT	0	0.	100.000
116	ROUTINE_DECIDE	0	0.	100.000
117	ROUTINE_DECISION.INPUT	0	0.	100.000
118	ROUTINE_DESTROY.ORD	0	0.	100.000
119	ROUTINE_DUST.EFFECTS	0	0.	100.000
120	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
121	ROUTINE_EMPTY	0	0.	100.000
122	ROUTINE_END.CAS.MISSION	0	0.	100.000
123	ROUTINE_END.MOVE	0	0.	100.000
124	ROUTINE_EQ.TE.INPUT	0	0.	100.000
125	ROUTINE_ERROR.STOP	0	0.	100.000
126	ROUTINE_EST.COVERAGE	0	0.	100.000
127	ROUTINE_EST.MIL.WORTH	0	0.	100.000
128	ROUTINE_EXPONENTIAL.F	0	0.	100.000
129	ROUTINE_FA.BN.ASGN	0	0.	100.000
130	ROUTINE_FARRP.CHECK	0	0.	100.000
131	ROUTINE_FARRP.INPUT	0	0.	100.000
132	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
133	ROUTINE_FBN.FD.INPUT	0	0.	100.000
134	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
135	ROUTINE_FDC.TR.DEQ	0	0.	100.000
136	ROUTINE_FDC.TR.ENQ	0	0.	100.000
137	ROUTINE_FEBA.INITIAL	0	0.	100.000
138	ROUTINE_FILE.FD.SCHD	0	0.	100.000
139	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
140	ROUTINE_FIN.BATTLE	0	0.	100.000
141	ROUTINE_FINAL.COVERAGE	0	0.	100.000
142	ROUTINE_FIND.START.TIME	0	0.	100.000
143	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
144	ROUTINE_FLIGHT.PATH	0	0.	100.000
145	ROUTINE_FO.DETECTION	0	0.	100.000
146	ROUTINE_FORM.TF.LIST	0	0.	100.000
147	ROUTINE_FORPOSITION.OUT	0	0.	100.000
148	ROUTINE_FRAC.COMPUTE	0	0.	100.000
149	ROUTINE_GAMMA.F	0	0.	100.000
150	ROUTINE_GENERAL.BATTLE	0	0.	100.000
151	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
152	ROUTINE_HC.DISENGAGE	0	0.	100.000
153	ROUTINE_HC.EMPTY	0	0.	100.000
154	ROUTINE_HE.LA.INPUT	0	0.	100.000
155	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
156	ROUTINE_HEADING	0	0.	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
160	ROUTINE_ILLUM.INPUT	0	0.	100.000
161	ROUTINE_INIT.REINF	0	0.	100.000
162	ROUTINE_INITIAL.DETECT	0	0.	100.000
163	ROUTINE_INITIAL.MOVE	0	0.	100.000
164	ROUTINE_INTER.BATTLE	0	0.	100.000
165	ROUTINE_INTER.HELO	0	0.	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
167	ROUTINE_KV.INPUT	0	0.	100.000
168	ROUTINE_KV.PRINT	0	0.	100.000
169	ROUTINE_KV.SCOREBOARD	0	0.	100.000
170	ROUTINE_LINE.CIRCLE	0	0.	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
173	ROUTINE_LOS.CHECK	0	0.	100.000
174	ROUTINE_MADS.INPUT	0	0.	100.000
175	ROUTINE_MAIN1	0	0.	100.000
176	ROUTINE_MAIN2	0	0.	100.000
177	ROUTINE_MAIN3	0	0.	100.000
178	ROUTINE_MAO.INPUT	0	0.	100.000
179	ROUTINE_MARGINAL EFFECTS.ADJ	0	0.	100.000
180	ROUTINE_MCFR.INPUT	0	0.	100.000
181	ROUTINE_MFO.INPUT	0	0.	100.000
182	ROUTINE_MIN.MOVE	0	0.	100.000
183	ROUTINE_MINE.DELAY	0	0.	100.000
184	ROUTINE_MINE.EFFECTS	0	0.	100.000
185	ROUTINE_MINE.INPUT	0	0.	100.000
186	ROUTINE_MPDB.INPUT	0	0.	100.000
187	ROUTINE_MRT.TO.FREQ	0	0.	100.000
188	ROUTINE_MUNS.INPUT	0	0.	100.000
189	ROUTINE_NEW.SEGMENT	0	0.	100.000
190	ROUTINE_NOISE.DEGRADE	0	0.	100.000
191	ROUTINE_NORMAL.F	0	0.	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
193	ROUTINE_ORD.ATK	0	0.	100.000
194	ROUTINE_ORD.DEF	0	0.	100.000
195	ROUTINE_ORD.MOVCOR	0	0.	100.000
196	ROUTINE_ORD.MOVDIS	0	0.	100.000
197	ROUTINE_ORD.REINF	0	0.	100.000
198	ROUTINE_ORIENTATION	0	0.	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
201	ROUTINE_P.E.M.INPUT	0	0.	100.000
202	ROUTINE_PDB.DETECTION	0	0.	100.000
203	ROUTINE_PGM.INPUT	0	0.	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
205	ROUTINE_PIR.DETECTION	0	0.	100.000
206	ROUTINE_PK.COMPUTE	0	0.	100.000
207	ROUTINE_PK.INPUT	0	0.	100.000
208	ROUTINE_PLAT.COUNT	0	0.	100.000
209	ROUTINE_POSITION	0	0.	100.000
210	ROUTINE_PRED.POS	0	0.	100.000
211	ROUTINE_PREP.WITHDRAW	0	0.	100.000
212	ROUTINE_PREPARE.LIST	0	0.	100.000
213	ROUTINE_PROB.INF	0	0.	100.000
214	ROUTINE_PROB.TIME	0	0.	100.000
215	ROUTINE_PROX.CHECK	0	0.	100.000
216	ROUTINE_PROXIMITY.REQ	0	0.	100.000
217	ROUTINE_RANGE.COMPUTE	0	0.	100.000
218	ROUTINE_READ.ORDERS	0	0.	100.000
219	ROUTINE_REIN.ARRIVE	0	0.	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
221	ROUTINE_REPLACE.HC	0	0.	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
223	ROUTINE_REQUEST.FASCAM	0	0.	100.000
224	ROUTINE_REQUEST.ILLUM	0	0.	100.000
225	ROUTINE_REQUEST.SMOKE	0	0.	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
228	ROUTINE_RPV.DETECTION	0	0.	100.000
229	ROUTINE_RUL.EN.INPUT	0	0.	100.000
230	ROUTINE_SEARCH	0	0.	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0	100.000
233	ROUTINE_SENSOR.INPUT	0	0	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0	100.000
237	ROUTINE_SMOKE.INPUT	0	0	100.000
238	ROUTINE_SNAP.R	0	0	100.000
239	ROUTINE_SNAP2	0	0	100.000
240	ROUTINE_ST.INPUT	0	0	100.000
241	ROUTINE_SUBM.INPUT	0	0	100.000
242	ROUTINE_SWITCH.FO	0	0	100.000
243	ROUTINE_SYS.INPUT	0	0	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
245	ROUTINE_TACAIR.INPUT	0	0	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0	100.000
247	ROUTINE_TB.INPUT	0	0	100.000
248	ROUTINE_TBF.INPUT	0	0	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0	100.000
250	ROUTINE_TERM.CHECK	0	0	100.000
251	ROUTINE_TIME.REQ	0	0	100.000
252	ROUTINE_TIME.TO.DETECT	0	0	100.000
253	ROUTINE_TR.INPUT	0	0	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0	100.000
257	ROUTINE_UNIT.ENVIR	0	0	100.000
258	ROUTINE_UNIT.INPUT	0	0	100.000
259	ROUTINE_UNIT.PRIORITY	0	0	100.000
260	ROUTINE_VIS.INPUT	0	0	100.000
261	ROUTINE_VOLLEY	0	0	100.000
262	ROUTINE_WEIBULL.F	0	0	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0	100.000
264	ROUTINE_WHAT.NEXT	0	0	100.000

TOTAL INVOCATIONS = 13087

CPU USAGE FOR SIMULATED HOUR 2. = 8.30 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 3 TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	1120	60.573	60.573
2 ROUTINE_LOCATE.SECTOR	373	20.173	80.746
3 ROUTINE_FA.BN.MOVEMENT	144	7.788	88.534
4 ROUTINE_DEQ.FEBA.SET	40	2.163	90.698
5 ROUTINE_ENQ.FEBA.SET	40	2.163	92.861
6 ROUTINE_CHECK.PROX	39	2.109	94.970
7 EVENT_UPDATE.LOC	36	1.947	96.917
8 EVENT_ARTY.OCCUPATION	16	.865	97.783
9 EVENT_STOP.ARTY.MOVEMENT	11	.595	98.378
10 ROUTINE_CHECK.FOR.MINES	6	.324	98.702
11 ROUTINE_GET.TERRAIN	6	.324	99.027
12 EVENT_ACT.MOVCOR	3	.162	99.189
13 EVENT_START.ARTY.MOVEMENT	3	.162	99.351
14 EVENT_START.MOVE	3	.162	99.513
15 EVENT_GET.NX.ORD	2	.108	99.621
16 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.108	99.730
17 EVENT_ACT.DEF	1	.054	99.784
18 ROUTINE_CHECK.STREN	1	.054	99.838
19 ROUTINE_END.MOVE	1	.054	99.892
20 ROUTINE_HEADING	1	.054	99.946
21 ROUTINE_PROX.POS	1	.054	100.000
22 ''PROGRAM''_MAIN	0	0.	100.000
23 EVENT_ACT.ATK	0	0.	100.000
24 EVENT_ACT.MOVDIS	0	0.	100.000
25 EVENT_ACT.REINF	0	0.	100.000
26 EVENT_AD.ENGAGEMENT	0	0.	100.000
27 EVENT_BTL.ENDED	0	0.	100.000
28 EVENT_CFR.ACTIVATION	0	0.	100.000
29 EVENT_CFR.OFF	0	0.	100.000
30 EVENT_CFR.ON	0	0.	100.000
31 EVENT_CFR.OPERATOR	0	0.	100.000
32 EVENT_CHANGE.LITE	0	0.	100.000
33 EVENT_CHANGE.WEATHER	0	0.	100.000
34 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
35 EVENT_END.SIMULATION	0	0.	100.000
36 EVENT_ENGAGEMENT	0	0.	100.000
37 EVENT_FEBA.SORTIE	0	0.	100.000
38 EVENT_HC.DEPART.BATTLE	0	0.	100.000
39 EVENT_HELO.ENGAGEMENT	0	0.	100.000
40 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
41 EVENT_MOVE	0	0.	100.000
42 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
43 EVENT_PDB.ACTIVATION	0	0.	100.000
44 EVENT_PDB.OPERATOR	0	0.	100.000
45 EVENT_POSITION.REPORT	0	0.	100.000
46 EVENT_SEND.TEAM	0	0.	100.000
47 EVENT_SET.DEBUG	0	0.	100.000
48 EVENT_START.BATTLE	0	0.	100.000
49 FUNCTION_AR.PROB.DETECT	0	0.	100.000
50 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
51 FUNCTION_COLLISION	0	0.	100.000
52 FUNCTION_COMBINATIONS	0	0.	100.000
53 FUNCTION_EST.RANGE	0	0.	100.000

54	FUNCTION_EST.TR.RANGE	0	0.	100.000
55	FUNCTION_FEBA.BAND	0	0.	100.000
56	FUNCTION_HE.WLA	0	0	100.000
57	FUNCTION_ICM.WLA	0	0	100.000
58	FUNCTION_STAY.TIME	0	0.	100.000
59	PROCESS_AC.ATK.TGT	0	0.	100.000
60	PROCESS_AIR.OBSERVER	0	0.	100.000
61	PROCESS_AIRBORNE.RADAR	0	0.	100.000
62	PROCESS_ARTY.ASSESS	0	0.	100.000
63	PROCESS_ASSESSMENT	0	0.	100.000
64	PROCESS_CAS.MISSION	0	0.	100.000
65	PROCESS_FIRE.MISSION	0	0.	100.000
66	PROCESS_FORWARD.OBSERVER	0	0.	100.000
67	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
68	PROCESS_HC.RETURN.FARRP	0	0.	100.000
69	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
70	PROCESS_HELICOPTER.FIRE	0	0.	100.000
71	PROCESS_HOW.REPAIR	0	0.	100.000
72	PROCESS_MINE.ASSESS	0	0.	100.000
73	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
74	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
75	PROCESS_SHOOT.OUT	0	0.	100.000
76	PROCESS_TARGET.REPORT	0	0.	100.000
77	PROCESS_WITH.DRAW	0	0.	100.000
78	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
79	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
80	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
81	ROUTINE_AD.SHOOT	0	0.	100.000
82	ROUTINE_ADJUST	0	0.	100.000
83	ROUTINE_AMMO.RPT	0	0.	100.000
84	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
85	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
86	ROUTINE_AO.DETECTION	0	0.	100.000
87	ROUTINE_AR.DETECTION	0	0.	100.000
88	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
89	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
90	ROUTINE_BLOCK.LOS	0	0.	100.000
91	ROUTINE_BTL.CHECK	0	0.	100.000
92	ROUTINE_BTRY.EFFECTS	0	0.	100.000
93	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
94	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
95	ROUTINE_BTRY.INPUT	0	0.	100.000
96	ROUTINE_CAS.EVAL	0	0.	100.000
97	ROUTINE_CAT.TU.INPUT	0	0.	100.000
98	ROUTINE_CFR.DEGRADE	0	0.	100.000
99	ROUTINE_CFR.DETECTION	0	0.	100.000
100	ROUTINE_CHANGE.LOC	0	0.	100.000
101	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
102	ROUTINE_CHECK.DEAD	0	0.	100.000
103	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
104	ROUTINE_CHECK.FORCE	0	0.	100.000
105	ROUTINE_CHECK.LIST	0	0.	100.000
106	ROUTINE_CHK.COMP.TR	0	0.	100.000
107	ROUTINE_CHK.FD.TR	0	0.	100.000
108	ROUTINE_COMBINE.TRS	0	0.	100.000
109	ROUTINE_COMPARE.TRS	0	0.	100.000
110	ROUTINE_COMPUTE.D	0	0.	100.000
111	ROUTINE_COMPUTE.WD	0	0.	100.000
112	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000

113	ROUTINE_COPY	0	0.	100.000
114	ROUTINE_CREATE.FORCE	0	0	100.000
115	ROUTINE_CREATE.TEAMS	0	0	100.000
116	ROUTINE_DEAD.UNIT	0	0.	100.000
117	ROUTINE_DECIDE	0	0.	100.000
118	ROUTINE_DECISION.INPUT	0	0	100.000
119	ROUTINE_DESTROY.ORD	0	0.	100.000
120	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
121	ROUTINE_DUST.EFFECTS	0	0.	100.000
122	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
123	ROUTINE_EMPTY	0	0.	100.000
124	ROUTINE_END.CAS.MISSION	0	0.	100.000
125	ROUTINE_EQ.TE.INPUT	0	0.	100.000
126	ROUTINE_ERROR.STOP	0	0.	100.000
127	ROUTINE_EST.COVERAGE	0	0.	100.000
128	ROUTINE_EST.MIL.WORTH	0	0.	100.000
129	ROUTINE_EXPONENTIAL.F	0	0.	100.000
130	ROUTINE_FA.BN.ASGN	0	0.	100.000
131	ROUTINE_FARRP.CHECK	0	0.	100.000
132	ROUTINE_FARRP.INPUT	0	0.	100.000
133	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
134	ROUTINE_FBN.FD.INPUT	0	0.	100.000
135	ROUTINE_FD.EFFECTS.REQ	0	0.	100.000
136	ROUTINE_FDC.TR.DEQ	0	0.	100.000
137	ROUTINE_FDC.TR.ENQ	0	0.	100.000
138	ROUTINE_FEBA.INITIAL	0	0.	100.000
139	ROUTINE_FILE.FD.SCHD	0	0.	100.000
140	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
141	ROUTINE_FIN.BATTLE	0	0.	100.000
142	ROUTINE_FINAL.COVERAGE	0	0.	100.000
143	ROUTINE_FIND.START.TIME	0	0.	100.000
144	ROUTINE_FINISH.COMPUTATION	0	0.	100.000
145	ROUTINE_FLIGHT.PATH	0	0.	100.000
146	ROUTINE_FO.DETECTION	0	0.	100.000
147	ROUTINE_FORM.TF.LIST	0	0.	100.000
148	ROUTINE_FORPOSITION.OUT	0	0.	100.000
149	ROUTINE_FRAC.COMPUTE	0	0.	100.000
150	ROUTINE_GAMMA.F	0	0.	100.000
151	ROUTINE_GENERAL.BATTLE	0	0.	100.000
152	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
153	ROUTINE_HC.DISENGAGE	0	0.	100.000
154	ROUTINE_HC.EMPTY	0	0.	100.000
155	ROUTINE_HE.LA.INPUT	0	0.	100.000
156	ROUTINE_HE.OR.ICM.COMPUTATION	0	0.	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
160	ROUTINE_ILLUM.INPUT	0	0.	100.000
161	ROUTINE_INIT.REINF	0	0.	100.000
162	ROUTINE_INITIAL.DETECT	0	0.	100.000
163	ROUTINE_INITIAL.MOVE	0	0.	100.000
164	ROUTINE_INTER.BATTLE	0	0.	100.000
165	ROUTINE_INTER.HELO	0	0.	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
167	ROUTINE_KV.INPUT	0	0.	100.000
168	ROUTINE_KV.PRINT	0	0.	100.000
169	ROUTINE_KV.SCOREBOARD	0	0.	100.000
170	ROUTINE_LINE.CIRCLE	0	0.	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0.	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
173	ROUTINE_LOS.CHECK	0	0.	100.000
174	ROUTINE_MADS.INPUT	0	0.	100.000
175	ROUTINE_MAIN1	0	0.	100.000
176	ROUTINE_MAIN2	0	0.	100.000
177	ROUTINE_MAIN3	0	0.	100.000
178	ROUTINE_MAO.INPUT	0	0.	100.000
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
180	ROUTINE_MCFR.INPUT	0	0.	100.000
181	ROUTINE_MFO.INPUT	0	0.	100.000
182	ROUTINE_MIN.MOVE	0	0.	100.000
183	ROUTINE_MINE.DELAY	0	0.	100.000
184	ROUTINE_MINE.EFFECTS	0	0.	100.000
185	ROUTINE_MINE.INPUT	0	0.	100.000
186	ROUTINE_MPDB.INPUT	0	0.	100.000
187	ROUTINE_MRT.TO.FREQ	0	0.	100.000
188	ROUTINE_MUNS.INPUT	0	0.	100.000
189	ROUTINE_NEW.SEGMENT	0	0.	100.000
190	ROUTINE_NOISE.DEGRADE	0	0.	100.000
191	ROUTINE_NORMAL.F	0	0.	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
193	ROUTINE_ORD.ATK	0	0.	100.000
194	ROUTINE_ORD.DEF	0	0.	100.000
195	ROUTINE_ORD.MOVCOR	0	0.	100.000
196	ROUTINE_ORD.MOVDIS	0	0.	100.000
197	ROUTINE_ORD.REINF	0	0.	100.000
198	ROUTINE_ORIENTATION	0	0.	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
201	ROUTINE_P.E.M.INPUT	0	0.	100.000
202	ROUTINE_POB.DETECTION	0	0.	100.000
203	ROUTINE_PGM.INPUT	0	0.	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
205	ROUTINE_PIR.DETECTION	0	0.	100.000
206	ROUTINE_PK.COMPUTE	0	0.	100.000
207	ROUTINE_PK.INPUT	0	0.	100.000
208	ROUTINE_PLAT.COUNT	0	0.	100.000
209	ROUTINE_POSITION	0	0.	100.000
210	ROUTINE_PRED.POS	0	0.	100.000
211	ROUTINE_PREP.WITHDRAW	0	0.	100.000
212	ROUTINE_PREPARE.LIST	0	0.	100.000
213	ROUTINE_PROB.INF	0	0.	100.000
214	ROUTINE_PROB.TIME	0	0.	100.000
215	ROUTINE_PROX.CHECK	0	0.	100.000
216	ROUTINE_PROXIMITY.REQ	0	0.	100.000
217	ROUTINE_RANGE.COMPUTE	0	0.	100.000
218	ROUTINE_READ.ORDERS	0	0.	100.000
219	ROUTINE_REIN.ARRIVE	0	0.	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
221	ROUTINE_REPLACE.HC	0	0.	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
223	ROUTINE_REQUEST.FASCAM	0	0.	100.000
224	ROUTINE_REQUEST.ILLUM	0	0.	100.000
225	ROUTINE_REQUEST.SMOKE	0	0.	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
228	ROUTINE_RPV.DETECTION	0	0.	100.000
229	ROUTINE_RUL.EN.INPUT	0	0.	100.000
230	ROUTINE_SEARCH	0	0.	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
233	ROUTINE_SENSOR.INPUT	0	0.	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
237	ROUTINE_SMOKE.INPUT	0	0.	100.000
238	ROUTINE_SNAP.R	0	0.	100.000
239	ROUTINE_SNAP2	0	0.	100.000
240	ROUTINE_ST.INPUT	0	0.	100.000
241	ROUTINE_SUBM.INPUT	0	0	100.000
242	ROUTINE_SWITCH.FO	0	0.	100.000
243	ROUTINE_SYS.INPUT	0	0.	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
245	ROUTINE_TACAIR.INPUT	0	0.	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
247	ROUTINE_TB.INPUT	0	0.	100.000
248	ROUTINE_TBF.INPUT	0	0.	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
250	ROUTINE_TERM.CHECK	0	0.	100.000
251	ROUTINE_TIME.REQ	0	0.	100.000
252	ROUTINE_TIME.TO.DETECT	0	0.	100.000
253	ROUTINE_TR.INPUT	0	0.	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
257	ROUTINE_UNIT.ENVIR	0	0.	100.000
258	ROUTINE_UNIT.INPUT	0	0.	100.000
259	ROUTINE_UNIT.PRIORITY	0	0.	100.000
260	ROUTINE_VIS.INPUT	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 1849

CPU USAGE FOR SIMULATED HOUR 3. = 2.27 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 4. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	11827	91.753	91.753
2 ROUTINE_LOCATE.SECTOR	499	3.871	95.625
3 ROUTINE_FA.BN.MOVEMENT	134	1.040	96.664
4 ROUTINE_CHECK.PROX	99	.768	97.432
5 ROUTINE_DEQ.FEBA.SET	99	.768	98.200
6 ROUTINE_ENQ.FEBA.SET	99	.768	98.968
7 EVENT_UPDATE.LOC	93	.721	99.690
8 EVENT_ACT.MOVCOR	6	.047	99.736
9 EVENT_START.MOVE	6	.047	99.783
10 ROUTINE_CHECK.FOR.MINES	6	.047	99.829
11 ROUTINE_GET.TERRAIN	6	.047	99.876
12 EVENT_ACT.DEF	2	.016	99.891
13 EVENT_ARTY.OCCUPATION	2	.016	99.907
14 EVENT_GET.NX.ORD	2	.016	99.922
15 EVENT_SCHEDULE.ARTY.MOVEMENT	2	.016	99.938
16 EVENT_STOP.ARTY.MOVEMENT	2	.016	99.953
17 ROUTINE_CHECK.STREN	2	.016	99.969
18 ROUTINE_PROX.POS	2	.016	99.984
19 EVENT_CHANGE.WEATHER	1	.008	99.992
20 ROUTINE_DQ.CMSN.QUEUE	1	.008	100.000
21 ''PROGRAM''_MAIN	0	0.	100.000
22 EVENT_ACT.ATK	0	0.	100.000
23 EVENT_ACT.MOVDIS	0	0.	100.000
24 EVENT_ACT.REINF	0	0.	100.000
25 EVENT_AD.ENGAGEMENT	0	0.	100.000
26 EVENT_BTL.ENDED	0	0.	100.000
27 EVENT_CFR.ACTIVATION	0	0.	100.000
28 EVENT_CFR.OFF	0	0.	100.000
29 EVENT_CFR.ON	0	0.	100.000
30 EVENT_CFR.OPERATOR	0	0.	100.000
31 EVENT_CHANGE.LITE	0	0.	100.000
32 EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
33 EVENT_END.SIMULATION	0	0.	100.000
34 EVENT_ENGAGEMENT	0	0.	100.000
35 EVENT_FEBA.SORTIE	0	0.	100.000
36 EVENT_HC.DEPART.BATTLE	0	0.	100.000
37 EVENT_HELO.ENGAGEMENT	0	0.	100.000
38 EVENT_INIT.PREPLAN.CAS	0	0.	100.000
39 EVENT_MOVE	0	0.	100.000
40 EVENT_OFF.LINE.ATTRITION	0	0.	100.000
41 EVENT_PDB.ACTIVATION	0	0.	100.000
42 EVENT_PDB.OPERATOR	0	0.	100.000
43 EVENT_POSITION.REPORT	0	0.	100.000
44 EVENT_SEND.TEAM	0	0.	100.000
45 EVENT_SET.DEBUG	0	0.	100.000
46 EVENT_START.ARTY.MOVEMENT	0	0.	100.000
47 EVENT_START.BATTLE	0	0.	100.000
48 FUNCTION_AR.PROB.DETECT	0	0.	100.000
49 FUNCTION_BTRY.AVAILABLE	0	0.	100.000
50 FUNCTION_COLLISION	0	0.	100.000
51 FUNCTION_COMBINATIONS	0	0.	100.000
52 FUNCTION_EST.RANGE	0	0.	100.000
53 FUNCTION_EST.TR.RANGE	0	0.	100.000

54	FUNCTION_FEBA.BAND	0	0.	100.000
55	FUNCTION_HE.WLA	0	0.	100.000
56	FUNCTION_ICM.WLA	0	0.	100.000
57	FUNCTION_STAY.TIME	0	0.	100.000
58	PROCESS_AC.ATK.TGT	0	0.	100.000
59	PROCESS_AIR.OBSERVER	0	0.	100.000
60	PROCESS_AIRBORNE.RADAR	0	0.	100.000
61	PROCESS_ARTY.ASSESS	0	0.	100.000
62	PROCESS_ASSESSMENT	0	0.	100.000
63	PROCESS_CAS.MISSION	0	0.	100.000
64	PROCESS_FIRE.MISSION	0	0.	100.000
65	PROCESS_FORWARD.OBSERVER	0	0.	100.000
66	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
67	PROCESS_HC.RETURN.FARRP	0	0.	100.000
68	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
69	PROCESS_HELICOPTER.FIRE	0	0.	100.000
70	PROCESS_HOW.REPAIR	0	0.	100.000
71	PROCESS_MINE.ASSESS	0	0.	100.000
72	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
73	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
74	PROCESS_SHOOT.OUT	0	0.	100.000
75	PROCESS_TARGET.REPORT	0	0.	100.000
76	PROCESS_WITH.DRAW	0	0.	100.000
77	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
78	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
79	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
80	ROUTINE_AD.SHOOT	0	0.	100.000
81	ROUTINE_ADJUST	0	0.	100.000
82	ROUTINE_AMMO.RPT	0	0.	100.000
83	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
84	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
85	ROUTINE_AO.DETECTION	0	0.	100.000
86	ROUTINE_AR.DETECTION	0	0.	100.000
87	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
88	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
89	ROUTINE_BLOCK.LOS	0	0.	100.000
90	ROUTINE_BTL.CHECK	0	0.	100.000
91	ROUTINE_BTRY.EFFECTS	0	0.	100.000
92	ROUTINE_BTRY.FM.DEQ	0	0.	100.000
93	ROUTINE_BTRY.FM.ENQ	0	0.	100.000
94	ROUTINE_BTRY.INPUT	0	0.	100.000
95	ROUTINE_CAS.EVAL	0	0.	100.000
96	ROUTINE_CAT.TU.INPUT	0	0.	100.000
97	ROUTINE_CFR.DEGRADE	0	0.	100.000
98	ROUTINE_CFR.DETECTION	0	0.	100.000
99	ROUTINE_CHANGE.LOC	0	0.	100.000
100	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
101	ROUTINE_CHECK.DEAD	0	0.	100.000
102	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
103	ROUTINE_CHECK.FORCE	0	0.	100.000
104	ROUTINE_CHECK.LIST	0	0.	100.000
105	ROUTINE_CHK.COMP.TR	0	0.	100.000
106	ROUTINE_CHK.FD.TR	0	0.	100.000
107	ROUTINE_COMBINE.TRS	0	0.	100.000
108	ROUTINE_COMPARE.TRS	0	0.	100.000
109	ROUTINE_COMPUTE.D	0	0.	100.000
110	ROUTINE_COMPUTE.WD	0	0.	100.000
111	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
112	ROUTINE_COPY	0	0.	100.000

113	ROUTINE_CREATE.FORCE	0	0	100.000
114	ROUTINE_CREATE.TEAMS	0	0	100.000
115	ROUTINE_DEAD.UNIT	0	0	100.000
116	ROUTINE_DECIDE	0	0	100.000
117	ROUTINE_DECISION.INPUT	0	0	100.000
118	ROUTINE_DESTROY.ORD	0	0	100.000
119	ROUTINE_DUST.EFFECTS	0	0	100.000
120	ROUTINE_EMPLOY.HELICOPTERS	0	0	100.000
121	ROUTINE_EMPTY	0	0	100.000
122	ROUTINE_END.CAS.MISSION	0	0	100.000
123	ROUTINE_END.MOVE	0	0	100.000
124	ROUTINE_EQ.TE.INPUT	0	0	100.000
125	ROUTINE_ERROR.STOP	0	0	100.000
126	ROUTINE_EST.COVERAGE	0	0	100.000
127	ROUTINE_EST.MIL.WORTH	0	0	100.000
128	ROUTINE_EXPONENTIAL.F	0	0	100.000
129	ROUTINE_FA.BN.ASGN	0	0	100.000
130	ROUTINE_FARRP.CHECK	0	0	100.000
131	ROUTINE_FARRP.INPUT	0	0	100.000
132	ROUTINE_FASCAM.COMPUTATION	0	0	100.000
133	ROUTINE_FBN.FD.INPUT	0	0	100.000
134	ROUTINE_FD.EFFECTS.REQ	0	0	100.000
135	ROUTINE_FDC.TR.DEQ	0	0	100.000
136	ROUTINE_FDC.TR.ENQ	0	0	100.000
137	ROUTINE_FEBA.INITIAL	0	0	100.000
138	ROUTINE_FILE.FD.SCHD	0	0	100.000
139	ROUTINE_FILE.KAD.SENSOR	0	0	100.000
140	ROUTINE_FIN.BATTLE	0	0	100.000
141	ROUTINE_FINAL.COVERAGE	0	0	100.000
142	*ROUTINE_FIND.START.TIME*	0	0	100.000
143	ROUTINE_FINISH.COMPUTATION	0	0	100.000
144	ROUTINE_FLIGHT.PATH	0	0	100.000
145	ROUTINE_FO.DETECTION	0	0	100.000
146	ROUTINE_FORM.TF.LIST	0	0	100.000
147	ROUTINE_FORPOSITION.OUT	0	0	100.000
148	ROUTINE_FRAC.COMPUTE	0	0	100.000
149	ROUTINE_GAMMA.F	0	0	100.000
150	ROUTINE_GENERAL.BATTLE	0	0	100.000
151	ROUTINE_HC.COMPUTE.TIMES	0	0	100.000
152	ROUTINE_HC.DISENGAGE	0	0	100.000
153	ROUTINE_HC.EMPTY	0	0	100.000
154	ROUTINE_HE.LA.INPUT	0	0	100.000
155	ROUTINE_HE.OR.ICM.COMPUTATION	0	0	100.000
156	ROUTINE_HEADING	0	0	100.000
157	ROUTINE_HEL.RANGE.COMPUTE	0	0	100.000
158	ROUTINE_ILLUM.COMPUTATION	0	0	100.000
159	ROUTINE_ILLUM.EFFECTS	0	0	100.000
160	ROUTINE_ILLUM.INPUT	0	0	100.000
161	ROUTINE_INIT.REINF	0	0	100.000
162	ROUTINE_INITIAL.DETECT	0	0	100.000
163	ROUTINE_INITIAL.MOVE	0	0	100.000
164	ROUTINE_INTER.BATTLE	0	0	100.000
165	ROUTINE_INTER.HELO	0	0	100.000
166	ROUTINE_JOHNSON.CRITERIA	0	0	100.000
167	ROUTINE_KV.INPUT	0	0	100.000
168	ROUTINE_KV.PRINT	0	0	100.000
169	ROUTINE_KV.SCOREBOARD	0	0	100.000
170	ROUTINE_LINE.CIRCLE	0	0	100.000
171	ROUTINE_LINE.OF.SIGHT	0	0	100.000

172	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
173	ROUTINE_LOS.CHECK	0	0.	100.000
174	ROUTINE_MADS.INPUT	0	0	100.000
175	ROUTINE_MAIN1	0	0.	100.000
176	ROUTINE_MAIN2	0	0.	100 000
177	ROUTINE_MAIN3	0	0.	100.000
178	ROUTINE_MAO.INPUT	0	0.	100.000
179	ROUTINE_MARGINAL.EFFECTS.ADJ	0	0.	100.000
180	ROUTINE_MCFR.INPUT	0	0.	100.000
181	ROUTINE_MFO.INPUT	0	0.	100.000
182	ROUTINE_MIN.MOVE	0	0.	100.000
183	ROUTINE_MINE.DELAY	0	0.	100.000
184	ROUTINE_MINE.EFFECTS	0	0.	100.000
185	ROUTINE_MINE.INPUT	0	0.	100.000
186	ROUTINE_MPDB.INPUT	0	0.	100.000
187	ROUTINE_MRT.TO.FREQ	0	0.	100.000
188	ROUTINE_MUNS.INPUT	0	0.	100.000
189	ROUTINE_NEW.SEGMENT	0	0.	100.000
190	ROUTINE_NOISE.DEGRADE	0	0.	100.000
191	ROUTINE_NORMAL.F	0	0.	100.000
192	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
193	ROUTINE_ORD.ATK	0	0.	100.000
194	ROUTINE_ORD.DEF	0	0.	100.000
195	ROUTINE_ORD.MOVCOR	0	0.	100.000
196	ROUTINE_ORD.MOVDIS	0	0.	100.000
197	ROUTINE_ORD.REINF	0	0.	100.000
198	ROUTINE_ORIENTATION	0	0.	100.000
199	ROUTINE_OUTPUT.ATTRITION	0	0.	100.000
200	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
201	ROUTINE_P.E.M.INPUT	0	0.	100.000
202	ROUTINE_PDB.DETECTION	0	0.	100.000
203	ROUTINE_PGM.INPUT	0	0.	100.000
204	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
205	ROUTINE_PIR.DETECTION	0	0.	100.000
206	ROUTINE_PK.COMPUTE	0	0.	100.000
207	ROUTINE_PK.INPUT	0	0.	100.000
208	ROUTINE_PLAT.COUNT	0	0.	100.000
209	ROUTINE_POSITION	0	0.	100.000
210	ROUTINE_PRED.POS	0	0.	100.000
211	ROUTINE_PREP.WITHDRAW	0	0.	100.000
212	ROUTINE_PREPARE.LIST	0	0.	100.000
213	ROUTINE_PROB.INF	0	0.	100.000
214	ROUTINE_PROB.TIME	0	0.	100.000
215	ROUTINE_PROX.CHECK	0	0.	100.000
216	ROUTINE_PROXIMITY.REQ	0	0.	100.000
217	ROUTINE_RANGE.COMPUTE	0	0.	100.000
218	ROUTINE_READ.ORDERS	0	0.	100.000
219	ROUTINE_REIN.ARRIVE	0	0.	100.000
220	ROUTINE_REM.EFFECTS.COMPUTATION	0	0.	100.000
221	ROUTINE_REPLACE.HC	0	0.	100.000
222	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
223	ROUTINE_REQUEST.FASCAM	0	0.	100.000
224	ROUTINE_REQUEST.ILLUM	0	0.	100.000
225	ROUTINE_REQUEST.SMOKE	0	0.	100.000
226	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
227	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
228	ROUTINE_RPV.DETECTION	0	0.	100.000
229	ROUTINE_RUL.EN.INPUT	0	0.	100.000
230	ROUTINE_SEARCH	0	0.	100.000

231	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
232	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
233	ROUTINE_SENSOR.INPUT	0	0.	100.000
234	ROUTINE_SIZE.ESTIMATE	0	0.	100.000
235	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
236	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
237	ROUTINE_SMOKE.INPUT	0	0.	100.000
238	ROUTINE_SNAP.R	0	0.	100.000
239	ROUTINE_SNAP2	0	0.	100.000
240	ROUTINE_ST.INPUT	0	0.	100.000
241	ROUTINE_SUBM.INPUT	0	0.	100.000
242	ROUTINE_SWITCH.FO	0	0.	100.000
243	ROUTINE_SYS.INPUT	0	0.	100.000
244	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
245	ROUTINE_TACAIR.INPUT	0	0.	100.000
246	ROUTINE_TARGET.ANALYSIS	0	0.	100.000
247	ROUTINE_TB.INPUT	0	0.	100.000
248	ROUTINE_TBF.INPUT	0	0.	100.000
249	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
250	ROUTINE_TERM.CHECK	0	0.	100.000
251	ROUTINE_TIME.REQ	0	0.	100.000
252	ROUTINE_TIME.TO.DETECT	0	0.	100.000
253	ROUTINE_TR.INPUT	0	0.	100.000
254	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
255	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
256	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
257	ROUTINE_UNIT.ENVIR	0	0.	100.000
258	ROUTINE_UNIT.INPUT	0	0.	100.000
259	ROUTINE_UNIT.PRIORITY	0	0.	100.000
260	ROUTINE_VIS.INPUT	0	0.	100.000
261	ROUTINE_VOLLEY	0	0.	100.000
262	ROUTINE_WEIBULL.F	0	0.	100.000
263	ROUTINE_WEIGHTED.VOLLEYS	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 12890

CPU USAGE FOR SIMULATED HOUR 4. = 7 73 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 5.

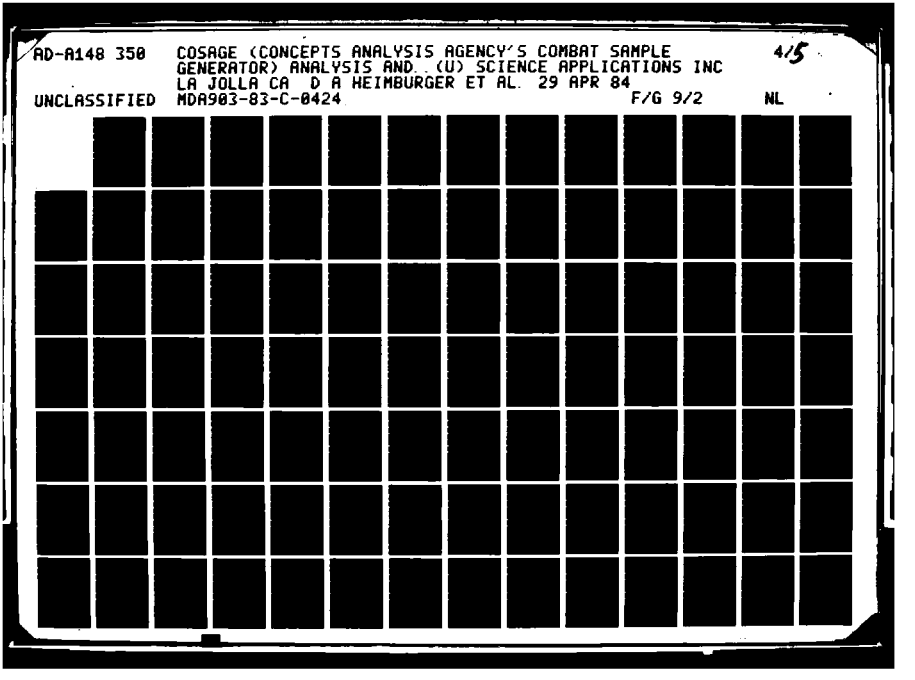
TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	39758	57.854	57.854
2 ROUTINE_FRAC.COMPUTE	5408	7.870	65.724
3 ROUTINE_LOCATE.SECTOR	3342	4.863	70.587
4 ROUTINE_GAMMA.F	1854	2.698	73.285
5 ROUTINE_PK.COMPUTE	1547	2.251	75.536
6 ROUTINE_FINAL.COVERAGE	1280	1.863	77.398
7 ROUTINE_SIZE.ESTIMATE	1167	1.698	79.097
8 ROUTINE_RANGE.COMPUTE	1164	1.694	80.790
9 ROUTINE_PROX.CHECK	1034	1.505	82.295
10 ROUTINE_DEQ.FEBA.SET	683	.994	83.289
11 ROUTINE_ENQ.FEBA.SET	683	.994	84.283
12 ROUTINE_PDB.DETECTION	619	.901	85.184
13 EVENT_PDB.ACTIVATION	502	.730	85.914
14 FUNCTION_COMBINATIONS	453	.659	86.573
15 PROCESS_ASSESSMENT	449	.653	87.227
16 ROUTINE_LOCATE.SEARCH.AREA	433	.630	87.857
17 FUNCTION_EST.RANGE	402	.585	88.442
18 ROUTINE_JOHNSON.CRITERIA	374	.544	88.986
19 ROUTINE_PROB.INF	374	.544	89.530
20 ROUTINE_PROB.TIME	374	.544	90.074
21 ROUTINE_SEARCH	374	.544	90.619
22 ROUTINE_OUTPUT.ATTRITION	356	.518	91.137
23 ROUTINE_FA.BN.MOVEMENT	342	.498	91.634
24 ROUTINE_NOISE.DEGRADE	303	.441	92.075
25 ROUTINE_VOLLEY	256	.373	92.448
26 EVENT_CFR.ACTIVATION	253	.368	92.816
27 ROUTINE_MRT.TO.FREQ	228	.332	93.148
28 ROUTINE_TEMPERATURE.ATTENUATION	228	.332	93.479
29 FUNCTION_FEBA.BAND	216	.314	93.794
30 FUNCTION_HE.WLA	216	.314	94.108
31 EVENT_UPDATE.LOC	202	.294	94.402
32 ROUTINE_NORMAL.F	190	.276	94.678
33 ROUTINE_CHECK.PROX	185	.269	94.948
34 ROUTINE_GET.TERRAIN	172	.250	95.198
35 ROUTINE_EST.COVERAGE	160	.233	95.431
36 ROUTINE_WEIGHTED.VOLLEYS	160	.233	95.664
37 ROUTINE_CONTRAST.TO.FREQ	146	.212	95.876
38 PROCESS_SHOOT.OUT	138	.201	96.077
39 ROUTINE_HE.OR.ICM.COMPUTATION	133	.194	96.270
40 ROUTINE_MARGINAL.EFFECTS.ADJ	128	.186	96.457
41 ROUTINE_TARGET.ANALYSIS	116	.169	96.625
42 ROUTINE_CHK.COMP.TR	106	.154	96.780
43 ROUTINE_CHK.FD.TR	105	.153	96.933
44 ROUTINE_REM.EFFECTS.COMPUTATION	103	.150	97.082
45 PROCESS_FIRE.MISSION	97	.141	97.224
46 ROUTINE_BTRY.FM.ENQ	97	.141	97.365
47 FUNCTION_ICM.WLA	89	.130	97.494
48 ROUTINE_ANGLE.COMPUTE	88	.128	97.622
49 ROUTINE_FA.BN.ASGN	83	.121	97.743
50 PROCESS_TARGET.REPORT	63	.092	97.835
51 ROUTINE_FDC.TR.ENQ	61	.089	97.923
52 ROUTINE_CFR.DETECTION	59	.086	98.009
53 ROUTINE_BTRY.EFFECTS	58	.084	98.094

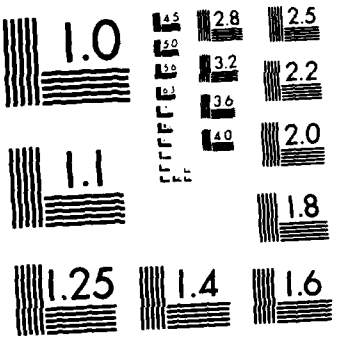
54	ROUTINE_UNIT.ENVIR	58	.084	98	178
55	ROUTINE_CHECK.ENGAGEMENT	56	.081	98	260
56	ROUTINE_WEIBULL.F	55	.080	98	340
57	ROUTINE_CHECK.FOR.MINES	52	.076	98	415
58	ROUTINE_TIME_TO_DETECT	51	.074	98	490
59	ROUTINE_BTRY.FM.DEQ	50	.073	98	562
60	EVENT_PDB.OPERATOR	49	.071	98	634
61	ROUTINE_CFR.DEGRADE	46	.067	98	701
62	ROUTINE_EST.MIL.WORTH	43	.063	98	763
63	EVENT_CFR.OPERATOR	40	.058	98	821
64	ROUTINE_MIN.MOVE	34	.049	98	871
65	ROUTINE_FO.DETECTION	33	.048	98	919
66	EVENT_START.MOVE	32	.047	98	965
67	ROUTINE_FD.EFFECTS.REQ	29	.042	99	008
68	ROUTINE_CAS.EVAL	28	.041	99	048
69	ROUTINE_COMPARE.TRS	28	.041	99	089
70	ROUTINE_FDC.TR.DEQ	28	.041	99	130
71	ROUTINE_FINISH.COMPUTATION	28	.041	99	171
72	EVENT_GET.NX.ORD	27	.039	99	210
73	EVENT_ACT.MOVCOR	26	.038	99	248
74	ROUTINE_TIME.REQ	24	.035	99	283
75	ROUTINE_REQUEST.SMOKE	23	.033	99	316
76	EVENT_START.ARTY.MOVEMENT	20	.029	99	345
77	EVENT_ENGAGEMENT	17	.025	99	370
78	ROUTINE_REQUEST.ILLUM	17	.025	99	395
79	EVENT_CFR.ON	16	.023	99	418
80	ROUTINE_COPY	15	.022	99	440
81	EVENT_ARTY.OCCUPATION	13	.019	99	459
82	EVENT_CFR.OFF	13	.019	99	478
83	EVENT_STOP.ARTY.MOVEMENT	13	.019	99	497
84	EVENT_MOVE	12	.017	99	514
85	ROUTINE_CHANGE.LOC	12	.017	99	531
86	ROUTINE_CHECK.DEAD	12	.017	99	549
87	ROUTINE_CHECK.STREN	12	.017	99	566
88	ROUTINE_COMPUTE.WD	12	.017	99	584
89	ROUTINE_CREATE.FORCE	12	.017	99	601
90	ROUTINE_LOS.CHECK	12	.017	99	619
91	ROUTINE_PROX.POS	12	.017	99	636
92	ROUTINE_SWITCH.FO	12	.017	99	654
93	ROUTINE_UNIT.ASSIGNMENT	12	.017	99	671
94	ROUTINE_UNIT.PRIORITY	12	.017	99	689
95	ROUTINE_NEW.SEGMENT	11	.016	99	705
96	ROUTINE_WHAT.NEXT	10	.015	99	719
97	EVENT_ACT.DEF	9	.013	99	732
98	ROUTINE_REQUEST.DEF.FASCAM	8	.012	99	744
99	FUNCTION_EST.TR.RANGE	7	.010	99	754
100	ROUTINE_CHECK.FORCE	7	.010	99	764
101	ROUTINE_HEADING	7	.010	99	774
102	ROUTINE_PROXIMITY.REQ	7	.010	99	785
103	ROUTINE_SEGMENT.ADJUST	7	.010	99	795
104	EVENT_ACT.ATK	6	.009	99	804
105	EVENT_ACT.MOVDIS	6	.009	99	812
106	EVENT_BTL.ENDED	6	.009	99	821
107	EVENT_START.BATTLE	6	.009	99	830
108	PROCESS_WITH.DRAW	6	.009	99	838
109	ROUTINE_ADJUST	6	.009	99	847
110	ROUTINE_CHECK.LIST	6	.009	99	856
111	ROUTINE_EMPTY	6	.009	99	865
112	ROUTINE_FIN.BATTLE	6	.009	99	873

113	ROUTINE_GENERAL_BATTLE	6		009	99.882
114	ROUTINE_INITIAL_DETECT	6		009	99.891
115	ROUTINE_INITIAL_MOVE	6		009	99.900
116	ROUTINE_LINE_OF_SIGHT	6		009	99.908
117	ROUTINE_ORIENTATION	6		009	99.917
118	ROUTINE_POSITION	6		009	99.926
119	ROUTINE_PREP_WITHDRAW	6		009	99.935
120	ROUTINE_PREPARE_LIST	6		009	99.943
121	ROUTINE_REQUEST_WD_FASCAM	6		009	99.952
122	ROUTINE_TERM_CHECK	6		009	99.961
123	ROUTINE_END_MOVE	5		007	99.968
124	PROCESS_HOW_REPAIR	4		006	99.974
125	ROUTINE_DECIDE	4		006	99.980
126	ROUTINE_PGM_MSN_ASGN	3		004	99.984
127	EVENT_SCHEDULE_ARTY_MOVEMENT	2		003	99.987
128	ROUTINE_DEAD_UNIT	2		003	99.990
129	ROUTINE_DESTROY_ORD	2		003	99.993
130	ROUTINE_PRED_POS	2		003	99.996
131	ROUTINE_COMBINE_TRS	1		001	99.997
132	ROUTINE_COMPUTE_D	1		001	99.999
133	ROUTINE_EXPONENTIAL_F	1		001	100.000
134	''PROGRAM''_MAIN	0	0.		100.000
135	EVENT_ACT_REINF	0	0.		100.000
136	EVENT_AD_ENGAGEMENT	0	0.		100.000
137	EVENT_CHANGE_LITE	0	0.		100.000
138	EVENT_CHANGE_WEATHER	0	0.		100.000
139	EVENT_DQ_OLD_SORTIE_QUEUE	0	0.		100.000
140	EVENT_END_SIMULATION	0	0.		100.000
141	EVENT_FEBA_SORTIE	0	0.		100.000
142	EVENT_HC_DEPART_BATTLE	0	0.		100.000
143	EVENT_HELO_ENGAGEMENT	0	0.		100.000
144	EVENT_INIT_PREPLAN_CAS	0	0.		100.000
145	EVENT_OFF_LINE_ATTRITION	0	0.		100.000
146	EVENT_POSITION_REPORT	0	0.		100.000
147	EVENT_SEND_TEAM	0	0.		100.000
148	EVENT_SET_DEBUG	0	0.		100.000
149	FUNCTION_AR_PROB_DETECT	0	0.		100.000
150	FUNCTION_BTRY_AVAILABLE	0	0.		100.000
151	FUNCTION_COLLISION	0	0.		100.000
152	FUNCTION_STAY_TIME	0	0.		100.000
153	PROCESS_AC_ATK_TGT	0	0.		100.000
154	PROCESS_AIR_OBSERVER	0	0.		100.000
155	PROCESS_AIRBORNE_RADAR	0	0.		100.000
156	PROCESS_ARTY_ASSESS	0	0.		100.000
157	PROCESS_CAS_MISSION	0	0.		100.000
158	PROCESS_FORWARD_OBSERVER	0	0.		100.000
159	PROCESS_HC_ARRIVE_BATTLE	0	0.		100.000
160	PROCESS_HC_RETURN_FARRP	0	0.		100.000
161	PROCESS_HEL_TARGET_ACQUISITION	0	0.		100.000
162	PROCESS_HELICOPTER_FIRE	0	0.		100.000
163	PROCESS_MINE_ASSESS	0	0.		100.000
164	PROCESS_PHOTO_IR_FLIGHT	0	0.		100.000
165	PROCESS_REMOTE_PILOT_VEHICLE	0	0.		100.000
166	ROUTINE_AC_BOMB_EFFECTS	0	0.		100.000
[illegible]	ROUTINE_AC_DF_EFFECTS	0	0.		100.000
[illegible]	ROUTINE_AC_MUNS_INPUT	0	0.		100.000
[illegible]	ROUTINE_AD_SHOOT	0	0.		100.000
[illegible]	ROUTINE_AMMO_RPT	0	0.		100.000
[illegible]	ROUTINE_ANALYSIS_OUTPUT	0	0.		100.000

AD-A148 350 COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE GENERATOR) ANALYSIS AND..(U) SCIENCE APPLICATIONS INC LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84 4/5

UNCLASSIFIED MDA903-83-C-0424 F/G 9/2 NL





MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

172	ROUTINE_AO.DETECTION	0	0.	100.000
173	ROUTINE_AR.DETECTION	0	0.	100.000
174	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
175	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
176	ROUTINE_BLOCK.LOS	0	0.	100.000
177	ROUTINE_BTL.CHECK	0	0.	100.000
178	ROUTINE_BTRY.INPUT	0	0.	100.000
179	ROUTINE_CAT.TU.INPUT	0	0.	100.000
180	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
181	ROUTINE_CREATE.TEAMS	0	0.	100.000
182	ROUTINE_DECISION.INPUT	0	0.	100.000
183	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
184	ROUTINE_DUST.EFFECTS	0	0.	100.000
185	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
186	ROUTINE_END.CAS.MISSION	0	0.	100.000
187	ROUTINE_EQ.TE.INPUT	0	0.	100.000
188	ROUTINE_ERROR.STOP	0	0.	100.000
189	ROUTINE_FARRP.CHECK	0	0.	100.000
190	ROUTINE_FARRP.INPUT	0	0.	100.000
191	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
192	ROUTINE_FBN.FD.INPUT	0	0.	100.000
193	ROUTINE_FEBA.INITIAL	0	0.	100.000
194	ROUTINE_FILE.FD.SCHD	0	0.	100.000
195	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
196	ROUTINE_FIND.START.TIME	0	0.	100.000
197	ROUTINE_FLIGHT.PATH	0	0.	100.000
198	ROUTINE_FORM.TF.LIST	0	0.	100.000
199	ROUTINE_FORPOSITION.OUT	0	0.	100.000
200	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
201	ROUTINE_HC.DISENGAGE	0	0.	100.000
202	ROUTINE_HC.EMPTY	0	0.	100.000
203	ROUTINE_HE.LA.INPUT	0	0.	100.000
204	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
205	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
206	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
207	ROUTINE_ILLUM.INPUT	0	0.	100.000
208	ROUTINE_INIT.REINF	0	0.	100.000
209	ROUTINE_INTER.BATTLE	0	0.	100.000
210	ROUTINE_INTER.HELO	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 68721

CPU USAGE FOR SIMULATED HOUR 5. = 220.77 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 6.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	109833	44.104	44.104
2 ROUTINE_FRAC.COMPUTE	20324	8.161	52.266
3 ROUTINE_PK.COMPUTE	13478	5.412	57.678
4 ROUTINE_RANGE.COMPUTE	10180	4.088	61.766
5 ROUTINE_PROX.CHECK	8745	3.512	65.277
6 ROUTINE_LOCATE.SECTOR	8493	3.410	68.688
7 ROUTINE_SIZE.ESTIMATE	7180	2.883	71.571
8 ROUTINE_FINAL.COVERAGE	5099	2.048	73.618
9 ROUTINE_JOHNSON.CRITERIA	3915	1.572	75.191
10 ROUTINE_PROB.INF	3915	1.572	76.763
11 ROUTINE_PROB.TIME	3915	1.572	78.335
12 ROUTINE_SEARCH	3915	1.572	79.907
13 PROCESS_ASSESSMENT	3699	1.485	81.392
14 ROUTINE_PDB.DETECTION	3254	1.307	82.699
15 EVENT_PDB.ACTIVATION	2718	1.091	83.790
16 ROUTINE_CONTRAST.TO.FREQ	2505	1.006	84.796
17 FUNCTION_COMBINATIONS	2165	.869	85.666
18 ROUTINE_DEQ.FEBA.SET	1969	.791	86.456
19 ROUTINE_ENQ.FEBA.SET	1959	.787	87.243
20 ROUTINE_NOISE.DEGRADE	1628	.654	87.897
21 FUNCTION_EST.RANGE	1609	.646	88.543
22 ROUTINE_MRT.TO.FREQ	1410	.566	89.109
23 ROUTINE_TEMPERATURE.ATTENUATION	1410	.566	89.675
24 ROUTINE_VOLLEY	1361	.547	90.222
25 EVENT_CFR.ACTIVATION	1358	.545	90.767
26 ROUTINE_OUTPUT.ATTRITION	1257	.505	91.272
27 FUNCTION_HE.WLA	1137	.457	91.728
28 FUNCTION_FEBA.BAND	1027	.412	92.141
29 ROUTINE_NORMAL.F	964	.387	92.528
30 ROUTINE_CHECK.ENGAGEMENT	939	.377	92.905
31 PROCESS_SHOOT.OUT	809	.325	93.230
32 ROUTINE_EST.COVERAGE	792	.318	93.548
33 ROUTINE_WEIGHTED.VOLLEYS	792	.318	93.866
34 ROUTINE_GET.TERRAIN	689	.277	94.142
35 EVENT_UPDATE.LOC	680	.273	94.416
36 ROUTINE_HE.OR.ICM.COMPUTATION	599	.241	94.656
37 ROUTINE_MARGINAL.EFFECTS.ADJ	580	.233	94.889
38 ROUTINE_TIME.TO.DETECT	567	.228	95.117
39 ROUTINE_TARGET.ANALYSIS	528	.212	95.329
40 ROUTINE_WEIBULL.F	470	.189	95.517
41 ROUTINE_FA.BN.MOVEMENT	443	.178	95.695
42 ROUTINE_CHK.COMP.TR	434	.174	95.870
43 ROUTINE_CHK.FD.TR	433	.174	96.043
44 ROUTINE_FA.BN.ASGN	428	.172	96.215
45 ROUTINE_REM.EFFECTS.COMPUTATION	391	.157	96.372
46 PROCESS_FIRE.MISSION	388	.156	96.528
47 ROUTINE_BTRY.FM.ENQ	388	.156	96.684
48 ROUTINE_CFR.DETECTION	370	.149	96.833
49 ROUTINE_COMPARE.TRS	368	.148	96.980
50 ROUTINE_ANGLE.COMPUTE	362	.145	97.126
51 ROUTINE_BTRY.FM.DEQ	347	.139	97.265
52 ROUTINE_GAMMA.F	338	.136	97.401
53 FUNCTION_ICM.WLA	330	.133	97.533

54	ROUTINE_TIME.REQ	324	.130	97.663
55	ROUTINE_MIN.MOVE	298	.120	97.783
56	PROCESS_TARGET.REPORT	284	.114	97.897
57	ROUTINE_BTRY.EFFECTS	284	.114	98.011
58	ROUTINE_UNIT.ENVIR	284	.114	98.125
59	ROUTINE_FDC.TR.ENQ	270	.108	98.234
60	ROUTINE_FO.DETECTION	236	.095	98.328
61	ROUTINE_CHECK.PROX	233	.094	98.422
62	ROUTINE_FDC.TR.DEQ	214	.086	98.508
63	ROUTINE_FINISH.COMPUTATION	214	.086	98.594
64	EVENT_CFR.OPERATOR	213	.086	98.679
65	ROUTINE_CFR.DEGRADE	211	.085	98.764
66	ROUTINE_CHANGE.LOC	165	.066	98.830
67	ROUTINE_LOS.CHECK	165	.066	98.897
68	ROUTINE_EST.MIL.WORTH	154	.062	98.958
69	ROUTINE_COMPUTE.D	131	.053	99.011
70	ROUTINE_CAS.EVAL	124	.050	99.061
71	ROUTINE_CHECK.FOR.MINES	120	.048	99.109
72	FUNCTION_EST.TR.RANGE	102	.041	99.150
73	ROUTINE_PROXIMITY.REQ	102	.041	99.191
74	ROUTINE_FD.EFFECTS.REQ	96	.039	99.229
75	EVENT_PDB.OPERATOR	95	.038	99.268
76	ROUTINE_REQUEST.SMOKE	87	.035	99.302
77	ROUTINE_COPY	86	.035	99.337
78	EVENT_START.ARTY.MOVEMENT	74	.030	99.367
79	EVENT_ENGAGEMENT	68	.027	99.394
80	ROUTINE_REQUEST.ILLUM	68	.027	99.421
81	ROUTINE_NEW.SEGMENT	63	.025	99.447
82	ROUTINE_LOCATE.SEARCH.AREA	62	.025	99.472
83	EVENT_STOP.ARTY.MOVEMENT	61	.024	99.496
84	EVENT_ARTY.OCCUPATION	57	.023	99.519
85	ROUTINE_SEGMENT.ADJUST	55	.022	99.541
86	EVENT_GET.NX.ORD	53	.021	99.562
87	EVENT_MOVE	50	.020	99.582
88	EVENT_CFR.OFF	46	.018	99.601
89	EVENT_START.MOVE	46	.018	99.619
90	ROUTINE_POSITION	46	.018	99.638
91	EVENT_CFR.ON	44	.018	99.655
92	PROCESS_HOW.REPAIR	38	.015	99.671
93	ROUTINE_COMPUTE.WD	38	.015	99.686
94	ROUTINE_REQUEST.DEF.FASCAM	36	.014	99.700
95	ROUTINE_CHECK.DEAD	32	.013	99.713
96	ROUTINE_CREATE.FORCE	32	.013	99.726
97	ROUTINE_SWITCH.FO	32	.013	99.739
98	ROUTINE_UNIT.ASSIGNMENT	32	.013	99.752
99	EVENT_ACT.MOVCOR	27	.011	99.763
100	ROUTINE_BLOCK.LOS	25	.010	99.773
101	ROUTINE_UNIT.PRIORITY	24	.010	99.782
102	ROUTINE_DUST.EFFECTS	22	.009	99.791
103	EVENT_ACT.MOVDIS	19	.008	99.799
104	PROCESS_WITH.DRAW	19	.008	99.806
105	ROUTINE_EXPONENTIAL.F	19	.008	99.814
106	ROUTINE_PREP.WITHDRAW	19	.008	99.822
107	ROUTINE_REQUEST.WD.FASCAM	19	.008	99.829
108	ROUTINE_TERM.CHECK	19	.008	99.837
109	ROUTINE_CHECK.FORCE	18	.007	99.844
110	ROUTINE_CHECK.STREN	18	.007	99.851
111	ROUTINE_PRED.POS	18	.007	99.859
112	ROUTINE_WHAT.NEXT	18	.007	99.866

113	EVENT_ACT.DEF	17	.007	99.873
114	ROUTINE_CHECK.LIST	17	.007	99.880
115	ROUTINE_HEADING	17	.007	99.886
116	EVENT_START.BATTLE	16	.006	99.893
117	ROUTINE_ADJUST	16	.006	99.899
118	ROUTINE_DECIDE	16	.006	99.906
119	ROUTINE_EMPTY	16	.006	99.912
120	ROUTINE_GENERAL.BATTLE	16	.006	99.918
121	ROUTINE_INITIAL.DETECT	16	.006	99.925
122	ROUTINE_INITIAL.MOVE	16	.006	99.931
123	ROUTINE_LINE.OF.SIGHT	16	.006	99.938
124	ROUTINE_ORIENTATION	16	.006	99.944
125	ROUTINE_END.MOVE	15	.006	99.950
126	ROUTINE_PGM.MSN.ASGN	15	.006	99.956
127	ROUTINE_PROX.POS	14	.006	99.962
128	EVENT_ACT.ATK	12	.005	99.967
129	EVENT_BTL.ENDED	12	.005	99.971
130	ROUTINE_FIN.BATTLE	12	.005	99.976
131	ROUTINE_PREPARE.LIST	12	.005	99.981
132	ROUTINE_DEAD.UNIT	11	.004	99.986
133	ROUTINE_COMBINE.TRS	9	.004	99.989
134	ROUTINE_DESTROY.ORD	9	.004	99.993
135	ROUTINE_INTER.BATTLE	4	.002	99.994
136	ROUTINE_INTER.HELO	4	.002	99.996
137	PROCESS_ARTY.ASSESS	3	.001	99.997
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+8.E-04	99.998
139	ROUTINE_DQ.CMSN.QUEUE	2	+8.E-04	99.999
140	EVENT_CHANGE.LITE	1	+4.E-04	99.999
141	EVENT_CHANGE.WEATHER	1	+4.E-04	100.000
142	ROUTINE_RESET.FEBA.SECTOR	1	+4.E-04	100.000
143	''PROGRAM''_MAIN	0	0.	100.000
144	EVENT_ACT.REINF	0	0.	100.000
145	EVENT_AD.ENGAGEMENT	0	0.	100.000
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
147	EVENT_END.SIMULATION	0	0.	100.000
148	EVENT_FEBA.SORTIE	0	0.	100.000
149	EVENT_HC.DEPART.BATTLE	0	0.	100.000
150	EVENT_HELO.ENGAGEMENT	0	0.	100.000
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
153	EVENT_POSITION.REPORT	0	0.	100.000
154	EVENT_SEND.TEAM	0	0.	100.000
155	EVENT_SET.DEBUG	0	0.	100.000
156	FUNCTION_AR.PROB.DETECT	0	0.	100.000
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
158	FUNCTION_COLLISION	0	0.	100.000
159	FUNCTION_STAY.TIME	0	0.	100.000
160	PROCESS_AC.ATK.TGT	0	0.	100.000
161	PROCESS_AIR.OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE.RADAR	0	0.	100.000
163	PROCESS_CAS.MISSION	0	0.	100.000
164	PROCESS_FORWARD.OBSERVER	0	0.	100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
166	PROCESS_HC.RETURN.FARRP	0	0.	100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER.FIRE	0	0.	100.000
169	PROCESS_MINE.ASSESS	0	0.	100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000

172	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
173	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
	ROUTINE_AC.MUNS.INPUT	0	0	100.000
175	ROUTINE_AD.SHOOT	0	0.	100.000
176	ROUTINE_AMMO.RPT	0	0.	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
178	ROUTINE_AO.DETECTION	0	0.	100.000
179	ROUTINE_AR.DETECTION	0	0.	100.000
180	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
181	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
182	ROUTINE_BTL.CHECK	0	0.	100.000
183	ROUTINE_BTRY.INPUT	0	0.	100.000
184	ROUTINE_CAT.TU.INPUT	0	0.	100.000
185	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
186	ROUTINE_CREATE.TEAMS	0	0.	100.000
187	ROUTINE_DECISION.INPUT	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 249030

CPU USAGE FOR SIMULATED HOUR 6. = 881.08 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 7.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	138889	37.347	37.347
2 ROUTINE_PK.COMPUTE	40179	10.804	48.151
3 ROUTINE_RANGE.COMPUTE	24130	6.489	54.640
4 ROUTINE_FRAC.COMPUTE	22020	5.921	60.561
5 ROUTINE_PROX.CHECK	21894	5.887	66.448
6 ROUTINE_LOCATE.SECTOR	12396	3.333	69.781
7 ROUTINE_JOHNSON.CRITERIA	9536	2.564	72.346
8 ROUTINE_PROB.INF	9536	2.564	74.910
9 ROUTINE_PROB.TIME	9536	2.564	77.474
10 ROUTINE_SEARCH	9536	2.564	80.038
11 ROUTINE_CONTRAST.TO.FREQ	7213	1.940	81.978
12 ROUTINE_SIZE.ESTIMATE	6522	1.754	83.732
13 ROUTINE_FINAL.COVERAGE	5694	1.531	85.263
14 ROUTINE_DEQ.FEBA.SET	3253	.875	86.137
15 ROUTINE_ENQ.FEBA.SET	3239	.871	87.008
16 ROUTINE_PDB.DETECTION	2950	.793	87.802
17 PROCESS_ASSESSMENT	2712	.729	88.531
18 PROCESS_SHOOT.OUT	2557	.688	89.218
19 EVENT_PDB.ACTIVATION	2357	.634	89.852
20 ROUTINE_MRT.TO.FREQ	2323	.625	90.477
21 ROUTINE_TEMPERATURE.ATTENUATION	2323	.625	91.102
22 FUNCTION_COMBINATIONS	1912	.514	91.616
23 FUNCTION_EST.RANGE	1673	.450	92.066
24 ROUTINE_NOISE.DEGRADE	1474	.396	92.462
25 ROUTINE_OUTPUT.ATTRITION	1393	.375	92.837
26 ROUTINE_TIME.TO.DETECT	1194	.321	93.158
27 ROUTINE_VOLLEY	1180	.317	93.475
28 EVENT_CFR.ACTIVATION	1179	.317	93.792
29 ROUTINE_CHECK.ENGAGEMENT	1160	.312	94.104
30 FUNCTION_FEBA.BAND	1115	.300	94.404
31 EVENT_UPDATE.LOC	1088	.293	94.696
32 FUNCTION_HE.WLA	1079	.290	94.986
33 ROUTINE_NORMAL.F	891	.240	95.226
34 ROUTINE_FA.BN.MOVEMENT	751	.202	95.428
35 ROUTINE_EST.COVERAGE	726	.195	95.623
36 ROUTINE_WEIGHTED.VOLLEYS	726	.195	95.818
37 ROUTINE_GET.TERRAIN	675	.182	96.000
38 ROUTINE_WEIBULL.F	657	.177	96.177
39 ROUTINE_HE.OR.ICM.COMPUTATION	621	.167	96.344
40 ROUTINE_MARGINAL.EFFECTS.ADJ	566	.152	96.496
41 ROUTINE_GAMMA.F	524	.141	96.637
42 ROUTINE_TARGET.ANALYSIS	519	.140	96.776
43 ROUTINE_FA.BN.ASGN	494	.133	96.909
44 ROUTINE_CHECK.PROX	452	.122	97.031
45 ROUTINE_ANGLE.COMPUTE	435	.117	97.148
46 ROUTINE_CHK.COMP.TR	432	.116	97.264
47 ROUTINE_CHK.FD.TR	431	.116	97.380
48 ROUTINE_FO.DETECTION	411	.111	97.490
49 ROUTINE_MIN.MOVE	390	.105	97.595
50 ROUTINE_REM.EFFECTS.COMPUTATION	379	.102	97.697
51 PROCESS_FIRE.MISSION	371	.100	97.797
52 ROUTINE_BTRY.FM.ENQ	371	.100	97.896
53 ROUTINE_BTRY.FM.DEQ	342	.092	97.988

54	FUNCTION_ICM.WLA	322	.087	98.075
55	ROUTINE_CFR.DETECTION	320	.086	98.161
56	PROCESS_TARGET.REPORT	299	.080	98.241
57	ROUTINE_FDC.TR.ENQ	288	.077	98.319
58	ROUTINE_FDC.TR.DEQ	287	.077	98.396
59	ROUTINE_FINISH.COMPUTATION	287	.077	98.473
60	ROUTINE_BTRY.EFFECTS	269	.072	98.546
61	ROUTINE_UNIT.ENVIR	269	.072	98.618
62	ROUTINE_COMPARE.TRS	235	.063	98.681
63	ROUTINE_CHANGE.LOC	230	.062	98.743
64	ROUTINE_LOS.CHECK	230	.062	98.805
65	ROUTINE_REQUEST.SMOKE	230	.062	98.867
66	ROUTINE_TIME.REQ	209	.056	98.923
67	EVENT_CFR.OPERATOR	185	.050	98.973
68	EVENT_ENGAGEMENT	179	.048	99.021
69	ROUTINE_EST.MIL.WORTH	179	.048	99.069
70	ROUTINE_REQUEST.ILLUM	179	.048	99.117
71	ROUTINE_CFR.DEGRADE	168	.045	99.162
72	ROUTINE_CAS.EVAL	164	.044	99.206
73	ROUTINE_COMPUTE.D	136	.037	99.243
74	ROUTINE_CHECK.FOR.MINES	135	.036	99.279
75	ROUTINE_FD.EFFECTS.REQ	126	.034	99.313
76	EVENT_MOVE	122	.033	99.346
77	ROUTINE_NEW.SEGMENT	118	.032	99.377
78	ROUTINE_COPY	105	.028	99.406
79	ROUTINE_LOCATE.SEARCH.AREA	104	.028	99.434
80	ROUTINE_COMPUTE.WD	102	.027	99.461
81	EVENT_PDB.OPERATOR	93	.025	99.486
82	ROUTINE_REQUEST.DEF.FASCAM	90	.024	99.510
83	EVENT_STOP.ARTY.MOVEMENT	87	.023	99.534
84	ROUTINE_SEGMENT.ADJUST	85	.023	99.557
85	EVENT_START.ARTY.MOVEMENT	83	.022	99.579
86	EVENT_ARTY.OCCUPATION	82	.022	99.601
87	EVENT_GET.NX.ORD	81	.022	99.623
88	ROUTINE_POSITION	77	.021	99.643
89	EVENT_START.MOVE	52	.014	99.657
90	FUNCTION_EST.TR.RANGE	52	.014	99.671
91	ROUTINE_CHECK.FORCE	52	.014	99.685
92	ROUTINE_PROXIMITY.REQ	52	.014	99.699
93	PROCESS_WITH.DRAW	51	.014	99.713
94	ROUTINE_PREP.WITHDRAW	51	.014	99.727
95	ROUTINE_REQUEST.WD.FASCAM	51	.014	99.741
96	ROUTINE_TERM.CHECK	51	.014	99.754
97	EVENT_CFR.OFF	43	.012	99.766
98	EVENT_CFR.ON	43	.012	99.777
99	ROUTINE_CHECK.DEAD	40	.011	99.788
100	ROUTINE_CREATE.FORCE	40	.011	99.799
101	ROUTINE_SWITCH.FO	40	.011	99.810
102	ROUTINE_UNIT.ASSIGNMENT	40	.011	99.820
103	PROCESS_HOW.REPAIR	38	.010	99.831
104	ROUTINE_UNIT.PRIORITY	36	.010	99.840
105	EVENT_ACT.MOVDIS	32	.009	99.849
106	ROUTINE_WHAT.NEXT	32	.009	99.857
107	ROUTINE_CHECK.LIST	26	.007	99.864
108	ROUTINE_END.MOVE	26	.007	99.871
109	EVENT_ACT.DEF	25	.007	99.878
110	ROUTINE_EXPONENTIAL.F	24	.006	99.885
111	ROUTINE_HEADING	22	.006	99.891
112	ROUTINE_PGM.MSN.ASGN	22	.006	99.896

113	ROUTINE_CHECK.STREN	21	.006	99.902
114	EVENT_ACT.MOVCOR	20	.005	99.907
115	EVENT_START BATTLE	20	.005	99.913
116	ROUTINE_ADJUST	20	.005	99.918
117	ROUTINE_EMPTY	20	.005	99.924
118	ROUTINE_GENERAL.BATTLE	20	.005	99.929
119	ROUTINE_INITIAL.DETECT	20	.005	99.934
120	ROUTINE_INITIAL.MOVE	20	.005	99.940
121	ROUTINE_LINE.OF.SIGHT	20	.005	99.945
122	ROUTINE_ORIENTATION	20	.005	99.951
123	ROUTINE_PROX.POS	19	.005	99.956
124	EVENT_ACT.ATK	18	.005	99.960
125	EVENT_BTL.ENDED	18	.005	99.965
126	ROUTINE_DUST.EFFECTS	18	.005	99.970
127	ROUTINE_FIN.BATTLE	18	.005	99.975
128	ROUTINE_PREPARE.LIST	18	.005	99.980
129	ROUTINE_BLOCK.LOS	17	.005	99.984
130	ROUTINE_DEAD.UNIT	16	.004	99.989
131	ROUTINE_ATTRIT.SENSOR	11	.003	99.992
132	ROUTINE_DESTROY.ORD	7	.002	99.994
133	ROUTINE_COMBINE.TRS	6	.002	99.995
134	ROUTINE_PRED.POS	5	.001	99.997
135	ROUTINE_DECIDE	4	.001	99.998
136	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+5.E-04	99.998
137	ROUTINE_INTER.BATTLE	2	+5.E-04	99.999
138	ROUTINE_INTER.HELO	2	+5.E-04	99.999
139	FUNCTION_COLLISION	1	+3.E-04	99.999
140	PROCESS_ARTY.ASSESS	1	+3.E-04	100.000
141	ROUTINE_RESET.FEBA.SECTOR	1	+3.E-04	100.000
142	''PROGRAM''_MAIN	0	0.	100.000
143	EVENT_ACT.REINF	0	0.	100.000
144	EVENT_AD.ENGAGEMENT	0	0.	100.000
145	EVENT_CHANGE.LITE	0	0.	100.000
146	EVENT_CHANGE.WEATHER	0	0.	100.000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
148	EVENT_END.SIMULATION	0	0.	100.000
149	EVENT_FEBA.SORTIE	0	0.	100.000
150	EVENT_HC.DEPART.BATTLE	0	0.	100.000
151	EVENT_HELO.ENGAGEMENT	0	0.	100.000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
154	EVENT_POSITION.REPORT	0	0.	100.000
155	EVENT_SEND.TEAM	0	0.	100.000
156	EVENT_SET.DEBUG	0	0.	100.000
157	FUNCTION_AR.PROB.DETECT	0	0.	100.000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
159	FUNCTION_STAY.TIME	0	0.	100.000
160	PROCESS_AC.ATK.TGT	0	0.	100.000
161	PROCESS_AIR.OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE.RADAR	0	0.	100.000
163	PROCESS_CAS.MISSION	0	0.	100.000
164	PROCESS_FORWARD.OBSERVER	0	0.	100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
166	PROCESS_HC.RETURN.FARRP	0	0.	100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER.FIRE	0	0.	100.000
169	PROCESS_MINE.ASSESS	0	0.	100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000

172	ROUTINE_AC.BOMB.EFFECTS	0	0	100.000
173	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
174	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
175	ROUTINE_AD.SHOOT	0	0.	100.000
176	ROUTINE_AMMO.RPT	0	0.	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
178	ROUTINE_AO.DETECTION	0	0.	100.000
179	ROUTINE_AR.DETECTION	0	0.	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT COUNT	0	0.	100.000
240	ROUTINE_READ ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 371887

CPU USAGE FOR SIMULATED HOUR 7. = 820.72 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 8. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	98127	28.846	28.846
2 ROUTINE_PK.COMPUTE	51871	15.249	44.095
3 ROUTINE_RANGE.COMPUTE	29313	8.617	52.712
4 ROUTINE_PROX.CHECK	27570	8.105	60.817
5 ROUTINE_FRAC.COMPUTE	16024	4.711	65.528
6 ROUTINE_JOHNSON.CRITERIA	9759	2.869	68.396
7 ROUTINE_PROB.INF	9759	2.869	71.265
8 ROUTINE_PROB.TIME	9759	2.869	74.134
9 ROUTINE_SEARCH	9759	2.869	77.003
10 ROUTINE_LOCATE.SECTOR	9277	2.727	79.730
11 ROUTINE_CONTRAST.TO.FREQ	7246	2.130	81.860
12 ROUTINE_SIZE.ESTIMATE	6736	1.980	83.840
13 ROUTINE_FINAL.COVERAGE	4238	1.246	85.086
14 PROCESS_SHOOT.OUT	3075	.904	85.990
15 ROUTINE_PDB.DETECTION	2884	.848	86.838
16 ROUTINE_DEQ.FEBA.SET	2803	.824	87.662
17 ROUTINE_ENQ.FEBA.SET	2787	.819	88.481
18 PROCESS_ASSESSMENT	2639	.776	89.257
19 ROUTINE_MRT.TO.FREQ	2513	.739	89.996
20 ROUTINE_TEMPERATURE.ATTENUATION	2513	.739	90.735
21 EVENT_PDB.ACTIVATION	1902	.559	91.294
22 FUNCTION_COMBINATIONS	1894	.557	91.851
23 ROUTINE_NOISE.DEGRADE	1446	.425	92.276
24 FUNCTION_EST.RANGE	1302	.383	92.658
25 EVENT_UPDATE.LOC	1136	.334	92.992
26 ROUTINE_CHECK.ENGAGEMENT	1006	.296	93.288
27 ROUTINE_OUTPUT.ATTRITION	956	.281	93.569
28 EVENT_CFR.ACTIVATION	951	.280	93.849
29 ROUTINE_VOLLEY	947	.278	94.127
30 FUNCTION_FEBA.BAND	913	.268	94.395
31 FUNCTION_HE.WLA	877	.258	94.653
32 ROUTINE_NORMAL.F	836	.246	94.899
33 ROUTINE_WEIBULL.F	738	.217	95.116
34 ROUTINE_TIME.TO.DETECT	657	.193	95.309
35 ROUTINE_GET.TERRAIN	640	.188	95.497
36 ROUTINE_EST.COVERAGE	588	.173	95.670
37 ROUTINE_WEIGHTED.VOLLEYS	588	.173	95.843
38 ROUTINE_GAMMA.F	570	.168	96.011
39 ROUTINE_TARGET.ANALYSIS	528	.155	96.166
40 ROUTINE_FA.BN.ASGN	468	.138	96.303
41 ROUTINE_FO.DETECTION	458	.135	96.438
42 ROUTINE_FA.BN.MOVEMENT	450	.132	96.570
43 ROUTINE_CHK.COMP.TR	449	.132	96.702
44 ROUTINE_CHK.FD.TR	448	.132	96.834
45 ROUTINE_HE.OR.ICM.COMPUTATION	445	.131	96.965
46 ROUTINE_ANGLE.COMPUTE	436	.128	97.093
47 ROUTINE_MARGINAL.EFFECTS.ADJ	422	.124	97.217
48 ROUTINE_COMPARE.TRS	385	.113	97.330
49 ROUTINE_TIME.REQ	346	.102	97.432
50 ROUTINE_BTRY.FM.DEQ	320	.094	97.526
51 PROCESS_TARGET.REPORT	305	.090	97.616
52 ROUTINE_CHECK.PROX	301	.088	97.704
53 ROUTINE_FDC.TR.ENQ	292	.086	97.790

54	PROCESS_FIRE.MISSION	291	.086	97.875
55	ROUTINE_BTRY.FM.ENQ	291	.086	97.961
56	ROUTINE_FDC.TR.DEQ	290	.085	98.046
57	ROUTINE_FINISH.COMPUTATION	290	.085	98.132
58	ROUTINE_REM.EFFECTS.COMPUTATION	282	.083	98.214
59	ROUTINE_CFR.DETECTION	272	.080	98.294
60	ROUTINE_MIN.MOVE	243	.071	98.366
61	FUNCTION_ICM.WLA	237	.070	98.435
62	ROUTINE_REQUEST.SMOKE	228	.067	98.503
63	ROUTINE_BTRY.EFFECTS	226	.066	98.569
64	ROUTINE_UNIT.ENVIR	226	.066	98.635
65	ROUTINE_CAS.EVAL	221	.065	98.700
66	ROUTINE_CHECK.FOR.MINES	196	.058	98.758
67	ROUTINE_EST.MIL.WORTH	182	.054	98.811
68	ROUTINE_CFR.DEGRADE	179	.053	98.864
69	EVENT_CFR.OPERATOR	177	.052	98.916
70	EVENT_ENGAGEMENT	167	.049	98.965
71	ROUTINE_REQUEST.ILLUM	167	.049	99.014
72	ROUTINE_NEW.SEGMENT	144	.042	99.057
73	EVENT_MOVE	139	.041	99.098
74	ROUTINE_CHANGE.LOC	139	.041	99.138
75	ROUTINE_LOS.CHECK	139	.041	99.179
76	EVENT_START.ARTY.MOVEMENT	127	.037	99.217
77	ROUTINE_COMPUTE.WD	122	.036	99.252
78	EVENT_PDB.OPERATOR	118	.035	99.287
79	ROUTINE_LOCATE.SEARCH.AREA	115	.034	99.321
80	ROUTINE_FD.EFFECTS.REQ	107	.031	99.352
81	EVENT_ARTY.OCCUPATION	103	.030	99.383
82	ROUTINE_COPY	103	.030	99.413
83	FUNCTION_EST.TR.RANGE	101	.030	99.443
84	ROUTINE_PROXIMITY.REQ	101	.030	99.472
85	EVENT_STOP.ARTY.MOVEMENT	97	.029	99.501
86	EVENT_GET.NX.ORD	88	.026	99.527
87	ROUTINE_SEGMENT.ADJUST	88	.026	99.553
88	ROUTINE_REQUEST.DEF.FASCAM	83	.024	99.577
89	ROUTINE_POSITION	79	.023	99.600
90	EVENT_START.MOVE	69	.020	99.620
91	PROCESS_WITH.DRAW	61	.018	99.638
92	ROUTINE_PREP.WITHDRAW	61	.018	99.656
93	ROUTINE_REQUEST.WD.FASCAM	61	.018	99.674
94	ROUTINE_CHECK.FORCE	59	.017	99.692
95	ROUTINE_TERM.CHECK	59	.017	99.709
96	ROUTINE_DECIDE	50	.015	99.724
97	EVENT_CFR.ON	44	.013	99.737
98	EVENT_CFR.OFF	42	.012	99.749
99	ROUTINE_CHECK.DEAD	42	.012	99.761
100	ROUTINE_CREATE.FORCE	42	.012	99.774
101	ROUTINE_SWITCH.FO	42	.012	99.786
102	ROUTINE_UNIT.ASSIGNMENT	42	.012	99.798
103	ROUTINE_UNIT.PRIORITY	38	.011	99.810
104	EVENT_ACT.MOVDIS	37	.011	99.820
105	ROUTINE_WHAT.NEXT	34	.010	99.830
106	EVENT_ACT.DEF	32	.009	99.840
107	EVENT_ACT.MOVCOR	32	.009	99.849
108	ROUTINE_CHECK.LIST	31	.009	99.858
109	ROUTINE_END.MOVE	28	.008	99.867
110	PROCESS_HOW.REPAIR	27	.008	99.874
111	ROUTINE_DEAD.UNIT	27	.008	99.882
112	ROUTINE_COMPUTE.D	26	.008	99.890

113	ROUTINE_HEADING	25	.007	99.897
114	ROUTINE_CHECK.STREN	23	.007	99.904
115	EVENT_START.BATTLE	21	.006	99.910
116	ROUTINE_ADJUST	21	.006	99.917
117	ROUTINE_EMPTY	21	.006	99.923
118	ROUTINE_GENERAL.BATTLE	21	.006	99.929
119	ROUTINE_INITIAL.DETECT	21	.006	99.935
120	ROUTINE_INITIAL.MOVE	21	.006	99.941
121	ROUTINE_LINE.OF.SIGHT	21	.006	99.947
122	ROUTINE_ORIENTATION	21	.006	99.954
123	ROUTINE_PROX.POS	21	.006	99.960
124	EVENT_ACT.ATK	19	.006	99.965
125	EVENT_BTL.ENDED	19	.006	99.971
126	ROUTINE_FIN.BATTLE	19	.006	99.976
127	ROUTINE_PREPARE.LIST	19	.006	99.982
128	ROUTINE_EXPONENTIAL.F	15	.004	99.986
129	ROUTINE_PRED.POS	11	.003	99.990
130	ROUTINE_COMBINE.TRS	8	.002	99.992
131	ROUTINE_PGM.MSN.ASGN	7	.002	99.994
132	FUNCTION_COLLISION	6	.002	99.996
133	ROUTINE_DESTROY.ORD	5	.001	99.997
134	ROUTINE_ATTRIT.SENSOR	3	+9.E-04	99.998
135	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.999
136	ROUTINE_INTER.BATTLE	2	+6.E-04	99.999
137	ROUTINE_INTER.HELO	2	+6.E-04	100.000
138	''PROGRAM''_MAIN	0	0.	100.000
139	EVENT_ACT.REINF	0	0.	100.000
140	EVENT_AD.ENGAGEMENT	0	0.	100.000
141	EVENT_CHANGE.LITE	0	0.	100.000
142	EVENT_CHANGE.WEATHER	0	0.	100.000
143	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
144	EVENT_END.SIMULATION	0	0.	100.000
145	EVENT_FEBA.SORTIE	0	0.	100.000
146	EVENT_HC.DEPART.BATTLE	0	0.	100.000
147	EVENT_HELO.ENGAGEMENT	0	0.	100.000
148	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
149	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
150	EVENT_POSITION.REPORT	0	0.	100.000
151	EVENT_SEND.TEAM	0	0.	100.000
152	EVENT_SET.DEBUG	0	0.	100.000
153	FUNCTION_AR.PROB.DETECT	0	0.	100.000
154	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
155	FUNCTION_STAY.TIME	0	0.	100.000
156	PROCESS_AC.ATK.TGT	0	0.	100.000
157	PROCESS_AIR.OBSERVER	0	0.	100.000
158	PROCESS_AIRBORNE.RADAR	0	0.	100.000
159	PROCESS_ARTY.ASSESS	0	0.	100.000
160	PROCESS_CAS.MISSION	0	0.	100.000
161	PROCESS_FORWARD.OBSERVER	0	0.	100.000
162	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
163	PROCESS_HC.RETURN.FARRP	0	0.	100.000
164	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
165	PROCESS_HELICOPTER.FIRE	0	0.	100.000
166	PROCESS_MINE.ASSESS	0	0.	100.000
167	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
168	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
169	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
170	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
171	ROUTINE_AC.MUNS.INPUT	0	0.	100.000

172	ROUTINE_AD.SHOOT	0	0.	100.000
173	ROUTINE_AMMO.RPT	0	0.	100.000
174	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
175	ROUTINE_AO.DETECTION	0	0.	100.000
176	ROUTINE_AR.DETECTION	0	0.	100.000
177	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
178	ROUTINE_BLOCK.LOS	0	0.	100.000
179	ROUTINE_BTL.CHECK	0	0.	100.000
180	ROUTINE_BTRY.INPUT	0	0.	100.000
181	ROUTINE_CAT.TU.INPUT	0	0.	100.000
182	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
183	ROUTINE_CREATE.TEAMS	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
186	ROUTINE_DUST.EFFECTS	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 340170

CPU USAGE FOR SIMULATED HOUR 8. = 730.72 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 9. TOP 264 (100%) INVOKED ROUTINES		INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	ROUTINE_RANGE.COMPUTE	184017	11.032	11.032
2	FUNCTION_ACT.RANGE	157995	9.472	20.504
3	ROUTINE_JOHNSON.CRITERIA	151736	9.097	29.601
4	ROUTINE_PROB.INF	151736	9.097	38.698
5	ROUTINE_PROB.TIME	151736	9.097	47.795
6	ROUTINE_SEARCH	151736	9.097	56.892
7	ROUTINE_PK.COMPUTE	133877	8.026	64.918
8	ROUTINE_CONTRAST.TO.FREQ	99356	5.957	70.875
9	ROUTINE_TIME.TO.DETECT	81963	4.914	75.789
10	ROUTINE_PROX.CHECK	72212	4.329	80.118
11	ROUTINE_MRT.TO.FREQ	52380	3.140	83.258
12	ROUTINE_TEMPERATURE.ATTENUATION	52380	3.140	86.399
13	ROUTINE_CHECK.ENGAGEMENT	43219	2.591	88.990
14	ROUTINE_SIZE.ESTIMATE	19922	1.194	90.184
15	ROUTINE_LOCATE.SECTOR	19732	1.183	91.367
16	ROUTINE_FRAC.COMPUTE	15872	.952	92.319
17	FUNCTION_COMBINATIONS	10013	.600	92.919
18	ROUTINE_WEIBULL.F	9510	.570	93.489
19	PROCESS_ASSESSMENT	9300	.558	94.047
20	ROUTINE_DEQ.FEBA.SET	7190	.431	94.478
21	ROUTINE_ENQ.FEBA.SET	7139	.428	94.906
22	PROCESS_SHOOT.OUT	6694	.401	95.307
23	ROUTINE_FINAL.COVERAGE	4255	.255	95.562
24	ROUTINE_FO.DETECTION	3870	.232	95.794
25	ROUTINE_PDB.DETECTION	3853	.231	96.025
26	FUNCTION_EST.RANGE	3398	.204	96.229
27	ROUTINE_NEW.SEGMENT	2808	.168	96.397
28	EVENT_PDB.ACTIVATION	2789	.167	96.564
29	ROUTINE_MIN.MOVE	2698	.162	96.726
30	EVENT_UPDATE.LOC	2687	.161	96.887
31	ROUTINE_COMPARE.TRS	2403	.144	97.031
32	ROUTINE_NORMAL.F	2208	.132	97.164
33	ROUTINE_TIME.REQ	2068	.124	97.288
34	ROUTINE_NOISE.DEGRADE	1925	.115	97.403
35	ROUTINE_CHANGE.LOC	1882	.113	97.516
36	ROUTINE_LOS.CHECK	1882	.113	97.629
37	ROUTINE_TARGET.ANALYSIS	1783	.107	97.736
38	FUNCTION_HE.WLA	1566	.094	97.829
39	FUNCTION_FEBA.BAND	1486	.089	97.919
40	ROUTINE_VOLLEY	1396	.084	98.002
41	EVENT_CFR.ACTIVATION	1392	.083	98.086
42	ROUTINE_COMPUTE.D	1342	.080	98.166
43	ROUTINE_ANGLE.COMPUTE	1298	.078	98.244
44	ROUTINE_CHK.COMP.TR	1083	.065	98.309
45	ROUTINE_CHK.FD.TR	1083	.065	98.374
46	ROUTINE_GAMMA.F	1026	.062	98.435
47	FUNCTION_EST.TR.RANGE	1025	.061	98.497
48	ROUTINE_PROXIMITY.REQ	1025	.061	98.558
49	ROUTINE_EST.COVERAGE	939	.056	98.615
50	ROUTINE_WEIGHTED.VOLLEYS	939	.056	98.671
51	PROCESS_TARGET.REPORT	937	.056	98.727
52	ROUTINE_OUTPUT.ATTRITION	903	.054	98.781
53	ROUTINE_CAS.EVAL	873	.052	98.834

54	ROUTINE_REQUEST.SMOKE	849	.051	98.884
55	ROUTINE_HE.OR.ICM.COMPUTATION	831	.050	98.934
56	EVENT_MOVE	789	.047	98.982
57	ROUTINE_GET.TERRAIN	765	.046	99.027
58	ROUTINE_FDC.TR.ENQ	764	.046	99.073
59	ROUTINE_MARGINAL.EFFECTS.ADJ	713	.043	99.116
60	ROUTINE_SEGMENT.ADJUST	709	.043	99.158
61	ROUTINE_FDC.TR.DEQ	706	.042	99.201
62	ROUTINE_FINISH.COMPUTATION	706	.042	99.243
63	ROUTINE_POSITION	689	.041	99.284
64	ROUTINE_FA.BN.ASGN	655	.039	99.324
65	EVENT_ENGAGEMENT	607	.036	99.360
66	ROUTINE_REQUEST.ILLUM	607	.036	99.396
67	ROUTINE_COMPUTE.WD	546	.033	99.429
68	ROUTINE_CFR.DETECTION	496	.030	99.459
69	ROUTINE_REM.EFFECTS.COMPUTATION	382	.023	99.482
70	PROCESS_FIRE.MISSION	381	.023	99.505
71	ROUTINE_BTRY.FM.ENQ	381	.023	99.528
72	ROUTINE_BTRY.FM.DEQ	377	.023	99.550
73	FUNCTION_ICM.WLA	338	.020	99.570
74	ROUTINE_PRED.POS	336	.020	99.591
75	ROUTINE_FA.BN.MOVEMENT	334	.020	99.611
76	ROUTINE_BTRY.EFFECTS	306	.018	99.629
77	ROUTINE_UNIT.ENVIR	306	.018	99.647
78	ROUTINE_CFR.DEGRADE	291	.017	99.665
79	ROUTINE_EST.MIL.WORTH	286	.017	99.682
80	ROUTINE_CHECK.PROX	278	.017	99.699
81	ROUTINE_REQUEST.DEF.FASCAM	252	.015	99.714
82	ROUTINE_BLOCK.LOS	245	.015	99.728
83	PROCESS_WITH.DRAW	242	.015	99.743
84	ROUTINE_CHECK.FORCE	242	.015	99.757
85	ROUTINE_PREP.WITHDRAW	242	.015	99.772
86	ROUTINE_REQUEST.WD.FASCAM	242	.015	99.786
87	ROUTINE_TERM.CHECK	241	.014	99.801
88	EVENT_CFR.OPERATOR	238	.014	99.815
89	ROUTINE_LOCATE.SEARCH.AREA	228	.014	99.829
90	ROUTINE_DECIDE	216	.013	99.842
91	ROUTINE_FD.EFFECTS.REQ	214	.013	99.854
92	ROUTINE_CHECK.FOR.MINES	194	.012	99.866
93	ROUTINE_COPY	156	.009	99.875
94	EVENT_GET.NX.ORD	146	.009	99.884
95	ROUTINE_COMBINE.TRS	141	.008	99.893
96	EVENT_PDB.OPERATOR	120	.007	99.900
97	EVENT_STOP.ARTY.MOVEMENT	109	.007	99.906
98	ROUTINE_DUST.EFFECTS	106	.006	99.913
99	EVENT_START.MOVE	105	.006	99.919
100	EVENT_ARTY.OCCUPATION	95	.006	99.925
101	EVENT_ACT.DEF	90	.005	99.930
102	EVENT_START.ARTY.MOVEMENT	89	.005	99.935
103	ROUTINE_END.MOVE	84	.005	99.941
104	EVENT_ACT.MOVDIS	64	.004	99.944
105	ROUTINE_HEADING	61	.004	99.948
106	ROUTINE_DEAD.UNIT	55	.003	99.951
107	ROUTINE_CHECK.LIST	50	.003	99.954
108	PROCESS_HOW.REPAIR	48	.003	99.957
109	EVENT_CFR.OFF	45	.003	99.960
110	EVENT_CFR.ON	43	.003	99.962
111	EVENT_ACT.MOVCOR	41	.002	99.965
112	ROUTINE_CHECK.DEAD	40	.002	99.967

113	ROUTINE_CREATE.FORCE	40	.002	99.970
114	ROUTINE_SWITCH.FO	40	.002	99.972
115	ROUTINE_UNIT.ASSIGNMENT	40	.002	99.975
116	ROUTINE_EXPONENTIAL.F	38	.002	99.977
117	PROCESS_ARTY.ASSESS	32	.002	99.979
118	ROUTINE_UNIT.PRIORITY	28	.002	99.980
119	ROUTINE_WHAT.NEXT	27	.002	99.982
120	ROUTINE_PGM.MSN.ASGN	23	.001	99.983
121	ROUTINE_CHECK.STREN	22	.001	99.985
122	EVENT_START.BATTLE	20	.001	99.986
123	ROUTINE_ADJUST	20	.001	99.987
124	ROUTINE_EMPTY	20	.001	99.988
125	ROUTINE_GENERAL.BATTLE	20	.001	99.990
126	ROUTINE_INITIAL.DETECT	20	.001	99.991
127	ROUTINE_INITIAL.MOVE	20	.001	99.992
128	ROUTINE_LINE.OF.SIGHT	20	.001	99.993
129	ROUTINE_ORIENTATION	20	.001	99.994
130	ROUTINE_PROX.POS	16	+1.E-03	99.995
131	EVENT_ACT.ATK	14	+8.E-04	99.996
132	EVENT_BTL.ENDED	14	+8.E-04	99.997
133	ROUTINE_FIN.BATTLE	14	+8.E-04	99.998
134	ROUTINE_PREPARE.LIST	14	+8.E-04	99.999
135	ROUTINE_INTER.BATTLE	6	+4.E-04	99.999
136	ROUTINE_INTER.HELO	6	+4.E-04	99.999
137	ROUTINE_ATTRIT.SENSOR	4	+2.E-04	100.000
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+1.E-04	100.000
139	ROUTINE_DESTROY.ORD	2	+1.E-04	100.000
140	EVENT_CHANGE.WEATHER	1	+6.E-05	100.000
141	ROUTINE_DQ.CMSN.QUEUE	1	+6.E-05	100.000
142	ROUTINE_RESET.FEBA.SECTOR	1	+6.E-05	100.000
143	''PROGRAM''_MAIN	0	0.	100.000
144	EVENT_ACT.REINF	0	0.	100.000
145	EVENT_AD.ENGAGEMENT	0	0.	100.000
146	EVENT_CHANGE.LITE	0	0.	100.000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
148	EVENT_END.SIMULATION	0	0.	100.000
149	EVENT_FEBA.SORTIE	0	0.	100.000
150	EVENT_HC.DEPART.BATTLE	0	0.	100.000
151	EVENT_HELO.ENGAGEMENT	0	0.	100.000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
154	EVENT_POSITION.REPORT	0	0.	100.000
155	EVENT_SEND.TEAM	0	0.	100.000
156	EVENT_SET.DEBUG	0	0.	100.000
157	FUNCTION_AR.PROB.DETECT	0	0.	100.000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
159	FUNCTION_COLLISION	0	0.	100.000
160	FUNCTION_STAY.TIME	0	0.	100.000
161	PROCESS_AC.ATK.TGT	0	0.	100.000
162	PROCESS_AIR.OBSERVER	0	0.	100.000
163	PROCESS_AIRBORNE.RADAR	0	0.	100.000
164	PROCESS_CAS.MISSION	0	0.	100.000
165	PROCESS_FORWARD.OBSERVER	0	0.	100.000
166	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
167	PROCESS_HC.RETURN.FARRP	0	0.	100.000
168	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
169	PROCESS_HELICOPTER.FIRE	0	0.	100.000
170	PROCESS_MINE.ASSESS	0	0.	100.000
171	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000

172	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
173	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
174	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
175	ROUTINE_AC_MUNS.INPUT	0	0.	100.000
176	ROUTINE_AD_SHOOT	0	0.	100.000
177	ROUTINE_AMMO.RPT	0	0.	100.000
178	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
179	ROUTINE_AO.DETECTION	0	0.	100.000
180	ROUTINE_AR.DETECTION	0	0.	100.000
181	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
182	ROUTINE_BTL.CHECK	0	0.	100.000
183	ROUTINE_BTRY.INPUT	0	0.	100.000
184	ROUTINE_CAT.TU.INPUT	0	0.	100.000
185	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
186	ROUTINE_CREATE.TEAMS	0	0.	100.000
187	ROUTINE_DECISION.INPUT	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 1667994

CPU USAGE FOR SIMULATED HOUR 9. = 2911.76 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 10.

	TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	ROUTINE_PK.COMPUTE	78114	20.416	20.416
2	FUNCTION_ACT.RANGE	73726	19.269	39.685
3	ROUTINE_RANGE.COMPUTE	42663	11.150	50.835
4	ROUTINE_PROX.CHECK	41492	10.844	61.679
5	ROUTINE_FRAC.COMPUTE	23164	6.054	67.734
6	ROUTINE_JOHNSON.CRITERIA	8600	2.248	69.981
7	ROUTINE_PROB.INF	8600	2.248	72.229
8	ROUTINE_PROB.TIME	8600	2.248	74.477
9	ROUTINE_SEARCH	8600	2.248	76.724
10	ROUTINE_LOCATE.SECTOR	8124	2.123	78.848
11	ROUTINE_SIZE.ESTIMATE	8091	2.115	80.962
12	ROUTINE_CONTRAST.TO.FREQ	6596	1.724	82.686
13	ROUTINE_FINAL.COVERAGE	5796	1.515	84.201
14	PROCESS_ASSESSMENT	4326	1.131	85.332
15	PROCESS_SHOOT.OUT	4174	1.091	86.423
16	ROUTINE_PDB.DETECTION	3563	.931	87.354
17	FUNCTION_COMBINATIONS	2614	.683	88.037
18	EVENT_PDB.ACTIVATION	2571	.672	88.709
19	ROUTINE_NORMAL.F	2058	.538	89.247
20	ROUTINE_MRT.TO.FREQ	2004	.524	89.771
21	ROUTINE_TEMPERATURE.ATTENUATION	2004	.524	90.294
22	ROUTINE_DEQ.FEBA.SET	1920	.502	90.796
23	ROUTINE_ENQ.FEBA.SET	1895	.495	91.292
24	FUNCTION_EST.RANGE	1832	.479	91.770
25	ROUTINE_NOISE.DEGRADE	1783	.466	92.236
26	FUNCTION_HE.WLA	1479	.387	92.623
27	FUNCTION_FEBA.BAND	1297	.339	92.962
28	EVENT_CFR.ACTIVATION	1284	.336	93.297
29	ROUTINE_VOLLEY	1284	.336	93.633
30	ROUTINE_OUTPUT.ATTRITION	1045	.273	93.906
31	ROUTINE_EST.COVERAGE	1003	.262	94.168
32	ROUTINE_WEIGHTED.VOLLEYS	1003	.262	94.430
33	EVENT_UPDATE.LOC	935	.244	94.675
34	ROUTINE_HE.OR.ICM.COMPUTATION	755	.197	94.872
35	ROUTINE_TARGET.ANALYSIS	739	.193	95.065
36	ROUTINE_GET.TERRAIN	725	.189	95.255
37	ROUTINE_FO.DETECTION	707	.185	95.440
38	ROUTINE_MARGINAL.EFFECTS.ADJ	705	.184	95.624
39	ROUTINE_CHK.COMP.TR	589	.154	95.778
40	ROUTINE_CHK.FD.TR	589	.154	95.932
41	ROUTINE_CHECK.ENGAGEMENT	586	.153	96.085
42	ROUTINE_COMPARE.TRS	584	.153	96.237
43	ROUTINE_GAMMA.F	554	.145	96.382
44	ROUTINE_FA.BN.ASGN	542	.142	96.524
45	ROUTINE_CFR.DETECTION	526	.137	96.661
46	ROUTINE_DUST.EFFECTS	520	.136	96.797
47	ROUTINE_TIME.REQ	507	.133	96.930
48	ROUTINE_TIME.TO.DETECT	481	.126	97.056
49	ROUTINE_WEIBULL.F	480	.125	97.181
50	ROUTINE_ANGLE.COMPUTE	446	.117	97.298
51	PROCESS_FIRE.MISSION	424	.111	97.408
52	ROUTINE_BTRY.FM.ENQ	424	.111	97.519
53	ROUTINE_REM.EFFECTS.COMPUTATION	419	.110	97.629

54	FUNCTION_ICM.WLA	418	.109	97.738
55	ROUTINE_FA.BN.MOVEMENT	412	.108	97.846
56	PROCESS_TARGET.REPORT	406	.106	97.952
57	ROUTINE_FDC.TR.DEQ	394	.103	98.055
58	ROUTINE_FINISH.COMPUTATION	394	.103	98.158
59	ROUTINE_BTRY.FM.DEQ	383	.100	98.258
60	ROUTINE_FDC.TR.ENQ	379	.099	98.357
61	ROUTINE_CFR.DEGRADE	312	.082	98.438
62	ROUTINE_BTRY.EFFECTS	288	.075	98.514
63	ROUTINE_UNIT.ENVIR	288	.075	98.589
64	ROUTINE_BLOCK.LOS	268	.070	98.659
65	EVENT_CFR.OPERATOR	266	.070	98.728
66	ROUTINE_EST.MIL.WORTH	235	.061	98.790
67	ROUTINE_MIN.MOVE	223	.058	98.848
68	ROUTINE_REQUEST.SMOKE	193	.050	98.899
69	ROUTINE_CAS.EVAL	170	.044	98.943
70	ROUTINE_CHECK.PROX	160	.042	98.985
71	EVENT_ENGAGEMENT	152	.040	99.025
72	ROUTINE_REQUEST.ILLUM	152	.040	99.064
73	ROUTINE_FD.EFFECTS.REQ	144	.038	99.102
74	ROUTINE_CHECK.FOR.MINES	138	.036	99.138
75	ROUTINE_DECIDE	124	.032	99.170
76	EVENT_PDB.OPERATOR	120	.031	99.202
77	FUNCTION_EST.TR.RANGE	119	.031	99.233
78	ROUTINE_PROXIMITY.REQ	119	.031	99.264
79	ROUTINE_LOCATE.SEARCH.AREA	117	.031	99.295
80	EVENT_ARTY.OCCUPATION	115	.030	99.325
81	ROUTINE_COPY	115	.030	99.355
82	EVENT_GET.NX.ORD	113	.030	99.384
83	EVENT_MOVE	112	.029	99.414
84	ROUTINE_CHANGE.LOC	112	.029	99.443
85	ROUTINE_LOS.CHECK	112	.029	99.472
86	EVENT_STOP.ARTY.MOVEMENT	103	.027	99.499
87	EVENT_START.ARTY.MOVEMENT	90	.024	99.522
88	ROUTINE_NEW.SEGMENT	84	.022	99.544
89	ROUTINE_COMPUTE.WD	78	.020	99.565
90	ROUTINE_REQUEST.DEF.FASCAM	78	.020	99.585
91	PROCESS_ARTY.ASSESS	77	.020	99.605
92	ROUTINE_SEGMENT.ADJUST	77	.020	99.625
93	ROUTINE_CHECK.FORCE	64	.017	99.642
94	ROUTINE_POSITION	63	.016	99.659
95	EVENT_START.MOVE	48	.013	99.671
96	ROUTINE_CHECK.DEAD	48	.013	99.684
97	ROUTINE_CREATE.FORCE	48	.013	99.696
98	ROUTINE_SWITCH.FO	48	.013	99.709
99	ROUTINE_UNIT.ASSIGNMENT	48	.013	99.721
100	ROUTINE_UNIT.PRIORITY	48	.013	99.734
101	EVENT_ACT.DEF	46	.012	99.746
102	ROUTINE_WHAT.NEXT	46	.012	99.758
103	PROCESS_HOW.REPAIR	42	.011	99.769
104	EVENT_CFR.OFF	41	.011	99.780
105	EVENT_CFR.ON	41	.011	99.790
106	PROCESS_WITH.DRAW	41	.011	99.801
107	ROUTINE_PREP.WITHDRAW	41	.011	99.812
108	ROUTINE_REQUEST.WD.FASCAM	41	.011	99.823
109	ROUTINE_TERM.CHECK	40	.010	99.833
110	ROUTINE_COMPUTE.D	39	.010	99.843
111	ROUTINE_END.MOVE	38	.010	99.853
112	ROUTINE_EXPONENTIAL.F	36	.009	99.863

113	EVENT_ACT.MOVCOR	31	.008	99.871
114	ROUTINE_HEADING	29	.008	99.878
115	ROUTINE_CHECK.LIST	28	.007	99.886
116	ROUTINE_CHECK.STREN	26	.007	99.892
117	ROUTINE_PROX.POS	26	.007	99.899
118	EVENT_ACT.ATK	24	.006	99.905
119	EVENT_BTL.ENDED	24	.006	99.912
120	EVENT_START.BATTLE	24	.006	99.918
121	ROUTINE_ADJUST	24	.006	99.924
122	ROUTINE_EMPTY	24	.006	99.930
123	ROUTINE_FIN.BATTLE	24	.006	99.937
124	ROUTINE_GENERAL.BATTLE	24	.006	99.943
125	ROUTINE_INITIAL.DETECT	24	.006	99.949
126	ROUTINE_INITIAL.MOVE	24	.006	99.956
127	ROUTINE_LINE.OF.SIGHT	24	.006	99.962
128	ROUTINE_ORIENTATION	24	.006	99.968
129	ROUTINE_PREPARE.LIST	24	.006	99.974
130	ROUTINE_PGM.MSN.ASGN	23	.006	99.980
131	EVENT_ACT.MOVDIS	17	.004	99.985
132	ROUTINE_COMBINE.TRS	17	.004	99.989
133	ROUTINE_DEAD.UNIT	13	.003	99.993
134	ROUTINE_PRED.POS	10	.003	99.995
135	FUNCTION_COLLISION	8	.002	99.997
136	ROUTINE_ATTRIT_SENSOR	4	.001	99.998
137	ROUTINE_DESTROY.ORD	3	+8.E-04	99.999
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+5.E-04	100.000
139	ROUTINE_RESET.FEBA.SECTOR	1	+3.E-04	100.000
140	''PROGRAM''_MAIN	0	0.	100.000
141	EVENT_ACT.REINF	0	0.	100.000
142	EVENT_AD.ENGAGEMENT	0	0.	100.000
143	EVENT_CHANGE.LITE	0	0.	100.000
144	EVENT_CHANGE.WEATHER	0	0	100.000
145	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
146	EVENT_END.SIMULATION	0	0.	100.000
147	EVENT_FEBA.SORTIE	0	0.	100.000
148	EVENT_HC.DEPART.BATTLE	0	0.	100.000
149	EVENT_HELO.ENGAGEMENT	0	0.	100.000
150	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
151	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
152	EVENT_POSITION.REPORT	0	0.	100.000
153	EVENT_SEND.TEAM	0	0.	100.000
154	EVENT_SET.DEBUG	0	0.	100.000
155	FUNCTION_AR.PROB.DETECT	0	0.	100.000
156	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
157	FUNCTION_STAY.TIME	0	0.	100.000
158	PROCESS_AC.ATK.TGT	0	0.	100.000
159	PROCESS_AIR.OBSERVER	0	0.	100.000
160	PROCESS_AIRBORNE.RADAR	0	0.	100.000
161	PROCESS_CAS.MISSION	0	0.	100.000
162	PROCESS_FORWARD.OBSERVER	0	0.	100.000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
164	PROCESS_HC.RETURN.FARRP	0	0.	100.000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER.FIRE	0	0.	100.000
167	PROCESS_MINE.ASSESS	0	0.	100.000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
170	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
171	ROUTINE_AC.DF.EFFECTS	0	0.	100.000

172	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO.DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
179	ROUTINE_BTL.CHECK	0	0.	100.000
180	ROUTINE_BTRY.INPUT	0	0.	100.000
181	ROUTINE_CAT.TU.INPUT	0	0.	100.000
182	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
183	ROUTINE_CREATE.TEAMS	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
186	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
187	ROUTINE_END.CAS.MISSION	0	0.	100.000
188	ROUTINE_EQ.TE.INPUT	0	0.	100.000
189	ROUTINE_ERROR.STOP	0	0.	100.000
190	ROUTINE_FARRP.CHECK	0	0.	100.000
191	ROUTINE_FARRP.INPUT	0	0.	100.000
192	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
193	ROUTINE_FBN.FD.INPUT	0	0.	100.000
194	ROUTINE_FEBA.INITIAL	0	0.	100.000
195	ROUTINE_FILE.FD.SCHD	0	0.	100.000
196	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
197	ROUTINE_FIND.START.TIME	0	0.	100.000
198	ROUTINE_FLIGHT.PATH	0	0.	100.000
199	ROUTINE_FORM.TF.LIST	0	0.	100.000
200	ROUTINE_FORPOSITION.OUT	0	0.	100.000
201	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
202	ROUTINE_HC.DISENGAGE	0	0.	100.000
203	ROUTINE_HC.EMPTY	0	0.	100.000
204	ROUTINE_HE.LA.INPUT	0	0.	100.000
205	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
206	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
207	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
208	ROUTINE_ILLUM.INPUT	0	0.	100.000
209	ROUTINE_INIT.REINF	0	0.	100.000
210	ROUTINE_INTER.BATTLE	0	0.	100.000
211	ROUTINE_INTER.HELO	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
235	ROUTINE_P.E.M.INPUT	0	0	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 382615

CPU USAGE FOR SIMULATED HOUR 10. = 988.78 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 11

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	152012	16.517	16.517
2 ROUTINE_RANGE.COMPUTE	97767	10.623	27.141
3 FUNCTION_ACT.RANGE	85163	9.254	36.394
4 ROUTINE_PROX.CHECK	81780	8.886	45.280
5 ROUTINE_JOHNSON.CRITERIA	63068	6.853	52.133
6 ROUTINE_PROB.INF	63068	6.853	58.986
7 ROUTINE_PROB.TIME	63068	6.853	65.839
8 ROUTINE_SEARCH	63068	6.853	72.692
9 ROUTINE_CONTRAST.TO.FREQ	45648	4.960	77.652
10 ROUTINE_FRAC.COMPUTE	29320	3.186	80.837
11 ROUTINE_MRT.TO.FREQ	17420	1.893	82.730
12 ROUTINE_TEMPERATURE.ATTENUATION	17420	1.893	84.623
13 ROUTINE_LOCATE.SECTOR	14239	1.547	86.170
14 ROUTINE_SIZE.ESTIMATE	11730	1.275	87.445
15 PROCESS_ASSESSMENT	10769	1.170	88.615
16 ROUTINE_CHECK.ENGAGEMENT	10274	1.116	89.731
17 ROUTINE_TIME.TO.DETECT	9544	1.037	90.768
18 ROUTINE_FINAL.COVERAGE	7932	.862	91.630
19 PROCESS_SHOOT.OUT	4797	.521	92.152
20 FUNCTION_COMBINATIONS	4524	.492	92.643
21 ROUTINE_DEQ.FEBA.SET	4255	.462	93.105
22 ROUTINE_ENQ.FEBA.SET	4233	.460	93.565
23 ROUTINE_PDB.DETECTION	4059	.441	94.006
24 EVENT_PDB.ACTIVATION	3142	.341	94.348
25 ROUTINE_MIN.MOVE	2713	.295	94.643
26 FUNCTION_EST.RANGE	2416	.263	94.905
27 ROUTINE_NORMAL.F	2106	.229	95.134
28 ROUTINE_NOISE.DEGRADE	2030	.221	95.355
29 ROUTINE_CHANGE.LOC	1989	.216	95.571
30 ROUTINE_LOS.CHECK	1989	.216	95.787
31 FUNCTION_HE.WLA	1944	.211	95.998
32 ROUTINE_COMPUTE.D	1905	.207	96.205
33 ROUTINE_OUTPUT.ATTRITION	1696	.184	96.389
34 EVENT_CFR.ACTIVATION	1574	.171	96.560
35 ROUTINE_VOLLEY	1571	.171	96.731
36 ROUTINE_WEIBULL.F	1550	.168	96.899
37 FUNCTION_FEBA.BAND	1548	.168	97.068
38 ROUTINE_FO.DETECTION	1269	.138	97.206
39 ROUTINE_EST.COVERAGE	1268	.138	97.343
40 ROUTINE_WEIGHTED.VOLLEYS	1268	.138	97.481
41 EVENT_UPDATE.LOC	1168	.127	97.608
42 ROUTINE_TARGET.ANALYSIS	1016	.110	97.718
43 ROUTINE_HE.OR.ICM.COMPUTATION	934	.101	97.820
44 ROUTINE_MARGINAL.EFFECTS.ADJ	893	.097	97.917
45 ROUTINE_GET.TERRAIN	845	.092	98.009
46 ROUTINE_COMPARE.TRS	770	.084	98.092
47 ROUTINE_ANGLE.COMPUTE	739	.080	98.173
48 ROUTINE_CHK.COMP.TR	734	.080	98.252
49 ROUTINE_CHK.FD.TR	734	.080	98.332
50 ROUTINE_GAMMA.F	670	.073	98.405
51 ROUTINE_TIME.REQ	651	.071	98.476
52 ROUTINE_CFR.DETECTION	631	.069	98.544
53 ROUTINE_FA.BN.ASGN	614	.067	98.611

54	PROCESS_TARGET.REPORT	536	.058	98.669
55	ROUTINE_FDC.TR.ENQ	487	.053	98.722
56	ROUTINE_BTRY.FM.DEQ	476	.052	98.774
57	PROCESS_FIRE.MISSION	455	.049	98.823
58	ROUTINE_BTRY.FM.ENQ	455	.049	98.873
59	ROUTINE_REM.EFFECTS.COMPUTATION	455	.049	98.922
60	FUNCTION_ICM.WLA	445	.048	98.971
61	ROUTINE_FA.BN.MOVEMENT	438	.048	99.018
62	ROUTINE_FDC.TR.DEQ	437	.047	99.066
63	ROUTINE_FINISH.COMPUTATION	437	.047	99.113
64	ROUTINE_DUST.EFFECTS	398	.043	99.156
65	ROUTINE_BLOCK.LOS	378	.041	99.197
66	ROUTINE_CAS.EVAL	370	.040	99.238
67	ROUTINE_SEGMENT.ADJUST	361	.039	99.277
68	ROUTINE_BTRY.EFFECTS	351	.038	99.315
69	ROUTINE_UNIT.ENVIR	351	.038	99.353
70	ROUTINE_CFR.DEGRADE	344	.037	99.391
71	ROUTINE_NEW.SEGMENT	343	.037	99.428
72	ROUTINE_REQUEST.SMOKE	315	.034	99.462
73	ROUTINE_POSITION	313	.034	99.496
74	EVENT_CFR.OPERATOR	293	.032	99.528
75	EVENT_ENGAGEMENT	272	.030	99.557
76	ROUTINE_REQUEST.ILLUM	272	.030	99.587
77	EVENT_MOVE	269	.029	99.616
78	ROUTINE_EST.MIL.WORTH	254	.028	99.644
79	FUNCTION_EST.TR.RANGE	225	.024	99.668
80	ROUTINE_PROXIMITY.REQ	225	.024	99.693
81	ROUTINE_FD.EFFECTS.REQ	163	.018	99.710
82	ROUTINE_CHECK.FOR.MINES	154	.017	99.727
83	ROUTINE_REQUEST.DEF.FASCAM	154	.017	99.744
84	ROUTINE_LOCATE.SEARCH.AREA	139	.015	99.759
85	ROUTINE_COPY	132	.014	99.773
86	ROUTINE_CHECK.PROX	121	.013	99.786
87	EVENT_PDB.OPERATOR	120	.013	99.800
88	EVENT_START.ARTY.MOVEMENT	95	.010	99.810
89	EVENT_GET.NX.ORD	91	.010	99.820
90	EVENT_ARTY.OCCUPATION	88	.010	99.829
91	ROUTINE_COMPUTE.WD	87	.009	99.839
92	EVENT_STOP.ARTY.MOVEMENT	84	.009	99.848
93	ROUTINE_DECIDE	81	.009	99.857
94	ROUTINE_PRED.POS	74	.008	99.865
95	EVENT_START.MOVE	59	.006	99.871
96	EVENT_ACT.DEF	52	.006	99.877
97	PROCESS_HOW.REPAIR	51	.006	99.882
98	ROUTINE_CHECK.FORCE	49	.005	99.888
99	ROUTINE_EXPONENTIAL.F	48	.005	99.893
100	PROCESS_WITH.DRAW	43	.005	99.898
101	ROUTINE_PREP.WITHDRAW	43	.005	99.902
102	ROUTINE_REQUEST.WD.FASCAM	43	.005	99.907
103	ROUTINE_TERM.CHECK	43	.005	99.912
104	EVENT_CFR.OFF	41	.004	99.916
105	EVENT_CFR.ON	41	.004	99.920
106	ROUTINE_COMBINE.TRS	40	.004	99.925
107	ROUTINE_CHECK.LIST	39	.004	99.929
108	ROUTINE_CHECK.DEAD	38	.004	99.933
109	ROUTINE_CREATE.FORCE	38	.004	99.937
110	ROUTINE_SWITCH.FO	38	.004	99.941
111	ROUTINE_UNIT.ASSIGNMENT	38	.004	99.946
112	ROUTINE_HEADING	34	.004	99.949

113	EVENT_ACT.MOVCOR	33	.004	99	953
114	ROUTINE_END.MOVE	32	.003	99	956
115	ROUTINE_PGM.MSN.ASGN	27	.003	99	959
116	EVENT_ACT.MOVDIS	26	.003	99	962
117	ROUTINE_UNIT.PRIORITY	24	.003	99	965
118	ROUTINE_DEAD.UNIT	23	.002	99	967
119	ROUTINE_WHAT.NEXT	22	.002	99	970
120	PROCESS_ARTY.ASSESS	20	.002	99	972
121	ROUTINE_CHECK.STREN	20	.002	99	974
122	EVENT_START.BATTLE	19	.002	99	976
123	ROUTINE_ADJUST	19	.002	99	978
124	ROUTINE_EMPTY	19	.002	99	980
125	ROUTINE_GENERAL.BATTLE	19	.002	99	982
126	ROUTINE_INITIAL.DETECT	19	.002	99	984
127	ROUTINE_INITIAL.MOVE	19	.002	99	986
128	ROUTINE_LINE.OF.SIGHT	19	.002	99	988
129	ROUTINE_ORIENTATION	19	.002	99	990
130	EVENT_ACT.ATK	12	.001	99	992
131	EVENT_BTL.ENDED	12	.001	99	993
132	ROUTINE_FIN.BATTLE	12	.001	99	994
133	ROUTINE_PREPARE.LIST	12	.001	99	996
134	ROUTINE_PROX.POS	12	.001	99	997
135	ROUTINE_DESTROY.ORD	8	+9.E-04	99	998
136	ROUTINE_INTER.BATTLE	8	+9.E-04	99	999
137	ROUTINE_INTER.HELO	7	+8.E-04	99	999
138	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+2.E-04	100	000
139	FUNCTION_COLLISION	1	+1.E-04	100	000
140	ROUTINE_ATTRIT.SENSOR	1	+1.E-04	100	000
141	ROUTINE_RESET.FEBA.SECTOR	1	+1.E-04	100	000
142	''PROGRAM''_MAIN	0	0.	100	000
143	EVENT_ACT.REINF	0	0.	100	000
144	EVENT_AD.ENGAGEMENT	0	0.	100	000
145	EVENT_CHANGE.LITE	0	0.	100	000
146	EVENT_CHANGE.WEATHER	0	0.	100	000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100	000
148	EVENT_END.SIMULATION	0	0.	100	000
149	EVENT_FEBA.SORTIE	0	0.	100	000
150	EVENT_HC.DEPART.BATTLE	0	0.	100	000
151	EVENT_HELO.ENGAGEMENT	0	0.	100	000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100	000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100	000
154	EVENT_POSITION.REPORT	0	0.	100	000
155	EVENT_SEND.TEAM	0	0.	100	000
156	EVENT_SET.DEBUG	0	0.	100	000
157	FUNCTION_AR.PROB.DETECT	0	0.	100	000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100	000
159	FUNCTION_STAY.TIME	0	0.	100	000
160	PROCESS_AC.ATK.TGT	0	0.	100	000
161	PROCESS_AIR.OBSERVER	0	0.	100	000
162	PROCESS_AIRBORNE.RADAR	0	0.	100	000
163	PROCESS_CAS.MISSION	0	0.	100	000
164	PROCESS_FORWARD.OBSERVER	0	0.	100	000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100	000
166	PROCESS_HC.RETURN.FARRP	0	0.	100	000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100	000
168	PROCESS_HELICOPTER.FIRE	0	0.	100	000
169	PROCESS_MINE.ASSESS	0	0.	100	000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100	000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100	000

172	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
173	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
174	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
175	ROUTINE_AD.SHOOT	0	0.	100.000
176	ROUTINE_AMMO.RPT	0	0.	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
178	ROUTINE_AO.DETECTION	0	0.	100.000
179	ROUTINE_AR.DETECTION	0	0.	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 920318

CPU USAGE FOR SIMULATED HOUR 11. = 1937.63 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 12. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	59746	16.907	16.907
2 FUNCTION_ACT.RANGE	42817	12.116	29.023
3 ROUTINE_RANGE.COMPUTE	36798	10.413	39.436
4 ROUTINE_PROX.CHECK	32862	9.299	48.736
5 ROUTINE_FRAC.COMPUTE	19348	5.475	54.211
6 ROUTINE_JOHNSON.CRITERIA	15986	4.524	58.734
7 ROUTINE_PROB.INF	15986	4.524	63.258
8 ROUTINE_PROB.TIME	15986	4.524	67.782
9 ROUTINE_SEARCH	15986	4.524	72.305
10 ROUTINE_CONTRAST.TO.FREQ	13434	3.802	76.107
11 ROUTINE_LOCATE.SECTOR	8201	2.321	78.428
12 ROUTINE_SIZE.ESTIMATE	8197	2.320	80.747
13 PROCESS_ASSESSMENT	5563	1.574	82.321
14 ROUTINE_FINAL.COVERAGE	4660	1.319	83.640
15 ROUTINE_PDB.DETECTION	2876	.814	84.454
16 FUNCTION_COMBINATIONS	2770	.784	85.238
17 ROUTINE_TIME.TO.DETECT	2619	.741	85.979
18 ROUTINE_MRT.TO.FREQ	2552	.722	86.701
19 ROUTINE_TEMPERATURE.ATTENUATION	2552	.722	87.423
20 ROUTINE_CHECK.ENGAGEMENT	2298	.650	88.074
21 PROCESS_SHOOT.OUT	2290	.648	88.722
22 ROUTINE_DEQ.FEBA.SET	2235	.632	89.354
23 ROUTINE_ENQ.FEBA.SET	2221	.628	89.983
24 EVENT_PDB.ACTIVATION	2058	.582	90.565
25 FUNCTION_EST.RANGE	1997	.565	91.130
26 FUNCTION_HE.WLA	1563	.442	91.572
27 ROUTINE_NOISE.DEGRADE	1439	.407	91.980
28 FUNCTION_FEBA.BAND	1320	.374	92.353
29 ROUTINE_NORMAL.F	1106	.313	92.666
30 ROUTINE_OUTPUT.ATTRITION	1081	.306	92.972
31 ROUTINE_EST.COVERAGE	1066	.302	93.274
32 ROUTINE_WEIGHTED.VOLLEYS	1066	.302	93.575
33 EVENT_CFR.ACTIVATION	1028	.291	93.866
34 ROUTINE_VOLLEY	1028	.291	94.157
35 ROUTINE_MIN.MOVE	1019	.288	94.445
36 ROUTINE_HE.OR.ICM.COMPUTATION	776	.220	94.665
37 ROUTINE_MARGINAL.EFFECTS.ADJ	765	.216	94.881
38 ROUTINE_TARGET.ANALYSIS	753	.213	95.095
39 ROUTINE_CHANGE.LOC	730	.207	95.301
40 ROUTINE_LOS.CHECK	730	.207	95.508
41 ROUTINE_COMPUTE.D	644	.182	95.690
42 ROUTINE_GET.TERRAIN	619	.175	95.865
43 ROUTINE_CHK.COMP.TR	578	.164	96.029
44 ROUTINE_CHK.FD.TR	578	.164	96.192
45 EVENT_UPDATE.LOC	568	.161	96.353
46 ROUTINE_COMPARE.TRS	544	.154	96.507
47 ROUTINE_FA.BN.ASGN	544	.154	96.661
48 ROUTINE_WEIBULL.F	519	.147	96.808
49 ROUTINE_GAMMA.F	484	.137	96.945
50 ROUTINE_FO.DETECTION	480	.136	97.081
51 ROUTINE_TIME.REQ	466	.132	97.212
52 ROUTINE_FDC.TR.DEQ	429	.121	97.334
53 ROUTINE_FINISH.COMPUTATION	429	.121	97.455

54	ROUTINE_CFR.DETECTION	421	.119	97.574
55	ROUTINE_ANGLE.COMPUTE	409	.116	97.690
56	PROCESS_TARGET.REPORT	404	.114	97.804
57	FUNCTION_ICM.WLA	390	.110	97.915
58	ROUTINE_FDC.TR.ENQ	382	.108	98.023
59	ROUTINE_BTRY.FM.DEQ	344	.097	98.120
60	ROUTINE_REM.EFFECTS.COMPUTATION	340	.096	98.216
61	PROCESS_FIRE.MISSION	335	.095	98.311
62	ROUTINE_BTRY.FM.ENQ	335	.095	98.406
63	ROUTINE_FA.BN.MOVEMENT	277	.078	98.484
64	ROUTINE_BTRY.EFFECTS	247	.070	98.554
65	ROUTINE_CFR.DEGRADE	247	.070	98.624
66	ROUTINE_UNIT.ENVIR	245	.069	98.693
67	ROUTINE_CAS.EVAL	236	.067	98.760
68	EVENT_CFR.OPERATOR	233	.066	98.826
69	ROUTINE_EST.MIL.WORTH	227	.064	98.890
70	ROUTINE_SEGMENT.ADJUST	192	.054	98.945
71	EVENT_MOVE	184	.052	98.997
72	ROUTINE_NEW.SEGMENT	175	.050	99.046
73	ROUTINE_POSITION	173	.049	99.095
74	ROUTINE_REQUEST.SMOKE	173	.049	99.144
75	ROUTINE_FD.EFFECTS.REQ	161	.046	99.190
76	ROUTINE_CHECK.PROX	150	.042	99.232
77	EVENT_ENGAGEMENT	139	.039	99.272
78	ROUTINE_REQUEST.ILLUM	139	.039	99.311
79	FUNCTION_EST.TR.RANGE	136	.038	99.349
80	ROUTINE_PROXIMITY.REQ	136	.038	99.388
81	ROUTINE_CHECK.FOR.MINES	127	.036	99.424
82	EVENT_PDB.OPERATOR	120	.034	99.458
83	ROUTINE_COPY	114	.032	99.490
84	ROUTINE_DECIDE	108	.031	99.521
85	EVENT_STOP.ARTY.MOVEMENT	93	.026	99.547
86	EVENT_ARTY.OCCUPATION	91	.026	99.573
87	ROUTINE_COMPUTE.WD	89	.025	99.598
88	ROUTINE_REQUEST.DEF.FASCAM	89	.025	99.623
89	ROUTINE_LOCATE.SEARCH.AREA	88	.025	99.648
90	EVENT_START.ARTY.MOVEMENT	87	.025	99.673
91	ROUTINE_DUST.EFFECTS	68	.019	99.692
92	EVENT_GET.NX.ORD	67	.019	99.711
93	ROUTINE_BLOCK.LOS	52	.015	99.726
94	EVENT_CFR.ON	45	.013	99.738
95	EVENT_CFR.OFF	42	.012	99.750
96	EVENT_START.MOVE	40	.011	99.761
97	ROUTINE_PRED.POS	39	.011	99.772
98	PROCESS_WITH.DRAW	34	.010	99.782
99	ROUTINE_PREP.WITHDRAW	34	.010	99.792
100	ROUTINE_REQUEST.WD.FASCAM	34	.010	99.801
101	ROUTINE_TERM.CHECK	34	.010	99.811
102	EVENT_ACT.DEF	33	.009	99.820
103	ROUTINE_CHECK.DEAD	32	.009	99.829
104	ROUTINE_CREATE.FORCE	32	.009	99.838
105	ROUTINE_SWITCH.FO	32	.009	99.847
106	ROUTINE_UNIT.ASSIGNMENT	32	.009	99.857
107	ROUTINE_CHECK.FORCE	29	.008	99.865
108	PROCESS_HOW.REPAIR	25	.007	99.872
109	ROUTINE_PGM.MSN.ASGN	25	.007	99.879
110	EVENT_ACT.MOVCOR	24	.007	99.886
111	ROUTINE_EXPONENTIAL.F	24	.007	99.892
112	ROUTINE_UNIT.PRIORITY	22	.006	99.899

113	ROUTINE_WHAT.NEXT	22	.006	99.905
114	ROUTINE_COMBINE.TRS	20	.006	99.911
115	ROUTINE_END.MOVE	20	.006	99.916
116	ROUTINE_CHECK.STREN	19	.005	99.922
117	ROUTINE_HEADING	19	.005	99.927
118	ROUTINE_CHECK.LIST	18	.005	99.932
119	EVENT_ACT.MOVDIS	16	.005	99.937
120	EVENT_START.BATTLE	16	.005	99.941
121	ROUTINE_ADJUST	16	.005	99.946
122	ROUTINE_EMPTY	16	.005	99.950
123	ROUTINE_GENERAL.BATTLE	16	.005	99.955
124	ROUTINE_INITIAL.DETECT	16	.005	99.959
125	ROUTINE_INITIAL.MOVE	16	.005	99.964
126	ROUTINE_LINE.OF.SIGHT	16	.005	99.968
127	ROUTINE_ORIENTATION	16	.005	99.973
128	ROUTINE_PROX.POS	14	.004	99.977
129	EVENT_ACT.ATK	11	.003	99.980
130	EVENT_BTL.ENDED	11	.003	99.983
131	ROUTINE_DEAD.UNIT	11	.003	99.986
132	ROUTINE_FIN.BATTLE	11	.003	99.989
133	ROUTINE_PREPARE.LIST	11	.003	99.992
134	PROCESS_ARTY.ASSESS	9	.003	99.995
135	ROUTINE_INTER.BATTLE	5	.001	99.996
136	ROUTINE_INTER.HELO	5	.001	99.998
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.998
138	FUNCTION_COLLISION	2	+6.E-04	99.999
139	EVENT_CHANGE.WEATHER	1	+3.E-04	99.999
140	ROUTINE_DESTROY.ORD	1	+3.E-04	99.999
141	ROUTINE_DQ.CMSN.QUEUE	1	+3.E-04	100.000
142	ROUTINE_RESET.FEBA.SECTOR	1	+3.E-04	100.000
143	''PROGRAM''_MAIN	0	0.	100.000
144	EVENT_ACT.REINF	0	0.	100.000
145	EVENT_AD.ENGAGEMENT	0	0.	100.000
146	EVENT_CHANGE.LITE	0	0.	100.000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
148	EVENT_END.SIMULATION	0	0.	100.000
149	EVENT_FEBA.SORTIE	0	0.	100.000
150	EVENT_HC.DEPART.BATTLE	0	0.	100.000
151	EVENT_HELO.ENGAGEMENT	0	0.	100.000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
154	EVENT_POSITION.REPORT	0	0.	100.000
155	EVENT_SEND.TEAM	0	0.	100.000
156	EVENT_SET.DEBUG	0	0.	100.000
157	FUNCTION_AR.PROB.DETECT	0	0.	100.000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
159	FUNCTION_STAY.TIME	0	0.	100.000
160	PROCESS_AC.ATK.TGT	0	0.	100.000
161	PROCESS_AIR.OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE.RADAR	0	0.	100.000
163	PROCESS_CAS.MISSION	0	0.	100.000
164	PROCESS_FORWARD.OBSERVER	0	0.	100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
166	PROCESS_HC.RETURN.FARRP	0	0.	100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER.FIRE	0	0.	100.000
169	PROCESS_MINE.ASSESS	0	0.	100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000

172	ROUTINE_AC_BOMB_EFFECTS	0	0.	100.000
173	ROUTINE_AC_DF_EFFECTS	0	0.	100.000
174	ROUTINE_AC_MUNS_INPUT	0	0.	100.000
175	ROUTINE_AD_SHOOT	0	0.	100.000
176	ROUTINE_AMMO_RPT	0	0.	100.000
177	ROUTINE_ANALYSIS_OUTPUT	0	0.	100.000
178	ROUTINE_AO_DETECTION	0	0.	100.000
179	ROUTINE_AR_DETECTION	0	0.	100.000
180	ROUTINE_ATTRIT_SENSOR	0	0.	100.000
181	ROUTINE_BETWEEN_ROUTINE	0	0.	100.000
182	ROUTINE_BTL_CHECK	0	0.	100.000
183	ROUTINE_BTRY_INPUT	0	0.	100.000
184	ROUTINE_CAT_TU_INPUT	0	0.	100.000
185	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0.	100.000
186	ROUTINE_CREATE_TEAMS	0	0.	100.000
187	ROUTINE_DECISION_INPUT	0	0.	100.000
188	ROUTINE_EMPLOY_HELICOPTERS	0	0.	100.000
189	ROUTINE_END_CAS_MISSION	0	0.	100.000
190	ROUTINE_EQ_TE_INPUT	0	0.	100.000
191	ROUTINE_ERROR_STOP	0	0.	100.000
192	ROUTINE_FARRP_CHECK	0	0.	100.000
193	ROUTINE_FARRP_INPUT	0	0.	100.000
194	ROUTINE_FASCAM_COMPUTATION	0	0.	100.000
195	ROUTINE_FBN_FD_INPUT	0	0.	100.000
196	ROUTINE_FEBA_INITIAL	0	0.	100.000
197	ROUTINE_FILE_FD_SCHD	0	0.	100.000
198	ROUTINE_FILE_KAD_SENSOR	0	0.	100.000
199	ROUTINE_FIND_START_TIME	0	0.	100.000
200	ROUTINE_FLIGHT_PATH	0	0.	100.000
201	ROUTINE_FORM_TF_LIST	0	0.	100.000
202	ROUTINE_FORPOSITION_OUT	0	0.	100.000
203	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.000
204	ROUTINE_HC_DISENGAGE	0	0.	100.000
205	ROUTINE_HC_EMPTY	0	0.	100.000
206	ROUTINE_HE_LA_INPUT	0	0.	100.000
207	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM_COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM_EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM_INPUT	0	0.	100.000
211	ROUTINE_INIT_REINF	0	0.	100.000
212	ROUTINE_KV_INPUT	0	0.	100.000
213	ROUTINE_KV_PRINT	0	0.	100.000
214	ROUTINE_KV_SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE_CIRCLE	0	0.	100.000
216	ROUTINE_MADS_INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO_INPUT	0	0.	100.000
221	ROUTINE_MCFR_INPUT	0	0.	100.000
222	ROUTINE_MFO_INPUT	0	0.	100.000
223	ROUTINE_MINE_DELAY	0	0.	100.000
224	ROUTINE_MINE_EFFECTS	0	0.	100.000
225	ROUTINE_MINE_INPUT	0	0.	100.000
226	ROUTINE_MPDB_INPUT	0	0.	100.000
227	ROUTINE_MUNS_INPUT	0	0.	100.000
228	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0.	100.000
229	ROUTINE_ORD_ATK	0	0.	100.000
230	ROUTINE_ORD_DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 353383

CPU USAGE FOR SIMULATED HOUR 12. = 903.20 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 13. TOP 264 (100%) INVOKED ROUTINES		INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	FUNCTION_ACT.RANGE	55273	22.656	22.656
2	ROUTINE_FRAC.COMPUTE	19344	7.929	30.585
3	ROUTINE_PK.COMPUTE	16244	6.658	37.243
4	ROUTINE_JOHNSON.CRITERIA	11983	4.912	42.155
5	ROUTINE_PROB.INF	11983	4.912	47.066
6	ROUTINE_PROB.TIME	11983	4.912	51.978
7	ROUTINE_SEARCH	11983	4.912	56.890
8	ROUTINE_RANGE.COMPUTE	11471	4.702	61.592
9	ROUTINE_CONTRAST.TO.FREQ	9753	3.998	65.589
10	ROUTINE_LOCATE.SECTOR	9710	3.980	69.569
11	ROUTINE_PROX.CHECK	8738	3.582	73.151
12	ROUTINE_SIZE.ESTIMATE	7170	2.939	76.090
13	ROUTINE_FINAL.COVERAGE	4640	1.902	77.992
14	ROUTINE_PDB.DETECTION	3155	1.293	79.285
15	ROUTINE_CHECK.ENGAGEMENT	2804	1.149	80.434
16	ROUTINE_DEQ.FEBA.SET	2369	.971	81.405
17	ROUTINE_ENQ.FEBA.SET	2363	.969	82.374
18	EVENT_PDB.ACTIVATION	2258	.926	83.299
19	ROUTINE_MRT.TO.FREQ	2230	.914	84.214
20	ROUTINE_TEMPERATURE.ATTENUATION	2230	.914	85.128
21	FUNCTION_COMBINATIONS	1995	.818	85.945
22	FUNCTION_EST.RANGE	1712	.702	86.647
23	ROUTINE_NOISE.DEGRADE	1575	.646	87.293
24	FUNCTION_HE.WLA	1504	.616	87.909
25	ROUTINE_TIME.TO.DETECT	1302	.534	88.443
26	FUNCTION_FEBA.BAND	1269	.520	88.963
27	PROCESS_SHOOT.OUT	1259	.516	89.479
28	ROUTINE_OUTPUT.ATTRITION	1158	.475	89.954
29	ROUTINE_VOLLEY	1131	.464	90.417
30	ROUTINE_MIN.MOVE	1130	.463	90.880
31	EVENT_CFR.ACTIVATION	1128	.462	91.343
32	ROUTINE_NORMAL.F	1076	.441	91.784
33	ROUTINE_EST.COVERAGE	1031	.423	92.206
34	ROUTINE_WEIGHTED.VOLLEYS	1031	.423	92.629
35	PROCESS_ASSESSMENT	968	.397	93.026
36	ROUTINE_HE.OR.ICM.COMPUTATION	732	.300	93.326
37	ROUTINE_CHANGE.LOC	730	.299	93.625
38	ROUTINE_LOS.CHECK	730	.299	93.924
39	ROUTINE_MARGINAL.EFFECTS.ADJ	712	.292	94.216
40	ROUTINE_COMPUTE.D	670	.275	94.491
41	ROUTINE_TARGET.ANALYSIS	641	.263	94.753
42	ROUTINE_GET.TERRAIN	621	.255	95.008
43	ROUTINE_FA.BN.ASGN	537	.220	95.228
44	ROUTINE_CHK.COMP.TR	517	.212	95.440
45	ROUTINE_CHK.FD.TR	513	.210	95.650
46	ROUTINE_CFR.DETECTION	499	.205	95.855
47	ROUTINE_COMPARE.TRS	493	.202	96.057
48	ROUTINE_FA.BN.MOVEMENT	457	.187	96.244
49	ROUTINE_TIME.REQ	416	.171	96.415
50	FUNCTION_ICM.WLA	402	.165	96.579
51	EVENT_UPDATE.LOC	373	.153	96.732
52	PROCESS_TARGET.REPORT	350	.143	96.876
53	PROCESS_FIRE.MISSION	348	.143	97.018

54	ROUTINE_BTRY.FM.ENQ	348	.143	97.161
55	ROUTINE_FDC.TR.DEQ	347	.142	97.303
56	ROUTINE_FINISH.COMPUTATION	347	.142	97.446
57	ROUTINE_REM.EFFECTS.COMPUTATION	344	.141	97.587
58	ROUTINE_BTRY.FM.DEQ	325	.133	97.720
59	ROUTINE_FDC.TR.ENQ	325	.133	97.853
60	ROUTINE_WEIBULL.F	324	.133	97.986
61	ROUTINE_GAMMA.F	310	.127	98.113
62	ROUTINE_FO.DETECTION	302	.124	98.237
63	ROUTINE_CFR.DEGRADE	293	.120	98.357
64	ROUTINE_ANGLE.COMPUTE	258	.106	98.463
65	ROUTINE_BTRY.EFFECTS	255	.105	98.567
66	ROUTINE_UNIT.ENVIR	255	.105	98.672
67	EVENT_CFR.OPERATOR	230	.094	98.766
68	ROUTINE_EST.MIL.WORTH	196	.080	98.846
69	ROUTINE_CHECK.PROX	190	.078	98.924
70	ROUTINE_BLOCK.LOS	145	.059	98.983
71	ROUTINE_FD.EFFECTS.REQ	142	.058	99.042
72	EVENT_PDB.OPERATOR	120	.049	99.091
73	ROUTINE_CHECK.FOR.MINES	107	.044	99.135
74	ROUTINE_COPY	105	.043	99.178
75	ROUTINE_DUST.EFFECTS	104	.043	99.220
76	ROUTINE_SEGMENT.ADJUST	103	.042	99.263
77	ROUTINE_POSITION	97	.040	99.302
78	EVENT_ARTY.OCCUPATION	91	.037	99.340
79	EVENT_STOP.ARTY.MOVEMENT	90	.037	99.377
80	FUNCTION_EST.TR.RANGE	90	.037	99.413
81	ROUTINE_PROXIMITY.REQ	90	.037	99.450
82	ROUTINE_REQUEST.SMOKE	86	.035	99.486
83	EVENT_START.ARTY.MOVEMENT	81	.033	99.519
84	EVENT_ENGAGEMENT	70	.029	99.547
85	ROUTINE_REQUEST.ILLUM	70	.029	99.576
86	ROUTINE_NEW.SEGMENT	63	.026	99.602
87	ROUTINE_COMPUTE.WD	62	.025	99.627
88	ROUTINE_CAS.EVAL	53	.022	99.649
89	ROUTINE_LOCATE.SEARCH.AREA	52	.021	99.670
90	EVENT_GET.NX.ORD	45	.018	99.689
91	EVENT_MOVE	45	.018	99.707
92	EVENT_CFR.OFF	42	.017	99.725
93	ROUTINE_REQUEST.DEF.FASCAM	42	.017	99.742
94	EVENT_CFR.ON	40	.016	99.758
95	ROUTINE_EXPONENTIAL.F	35	.014	99.773
96	PROCESS_HOW.REPAIR	34	.014	99.786
97	ROUTINE_PGM.MSN.ASGN	27	.011	99.798
98	EVENT_START.MOVE	26	.011	99.808
99	EVENT_ACT.DEF	21	.009	99.817
100	EVENT_ACT.MOVCOR	21	.009	99.825
101	ROUTINE_CHECK.DEAD	20	.008	99.834
102	ROUTINE_CREATE.FORCE	20	.008	99.842
103	ROUTINE_PRED.POS	20	.008	99.850
104	ROUTINE_SWITCH.FO	20	.008	99.858
105	ROUTINE_UNIT.ASSIGNMENT	20	.008	99.866
106	ROUTINE_END.MOVE	18	.007	99.874
107	PROCESS_WITH.DRAW	16	.007	99.880
108	ROUTINE_CHECK.FORCE	16	.007	99.887
109	ROUTINE_HEADING	16	.007	99.893
110	ROUTINE_PREP.WITHDRAW	16	.007	99.900
111	ROUTINE_REQUEST.WD.FASCAM	16	.007	99.907
112	ROUTINE_TERM.CHECK	16	.007	99.913

113	ROUTINE_COMBINE.TRS	14	.006	99.919
114	PROCESS_ARTY.ASSESS	12	.005	99.924
115	ROUTINE_CHECK.LIST	12	.005	99.929
116	ROUTINE_UNIT.PRIORITY	12	.005	99.934
117	ROUTINE_WHAT.NEXT	12	.005	99.939
118	EVENT_START.BATTLE	10	.004	99.943
119	ROUTINE_ADJUST	10	.004	99.947
120	ROUTINE_CHECK.STREN	10	.004	99.951
121	ROUTINE_DECIDE	10	.004	99.955
122	ROUTINE_EMPTY	10	.004	99.959
123	ROUTINE_GENERAL.BATTLE	10	.004	99.963
124	ROUTINE_INITIAL.DETECT	10	.004	99.967
125	ROUTINE_INITIAL.MOVE	10	.004	99.971
126	ROUTINE_LINE.OF.SIGHT	10	.004	99.975
127	ROUTINE_ORIENTATION	10	.004	99.980
128	EVENT_ACT.ATK	6	.002	99.982
129	EVENT_BTL.ENDED	6	.002	99.984
130	ROUTINE_FIN.BATTLE	6	.002	99.987
131	ROUTINE_PREPARE.LIST	6	.002	99.989
132	ROUTINE_PROX.POS	6	.002	99.992
133	EVENT_ACT.MOVDIS	5	.002	99.994
134	ROUTINE_INTER.BATTLE	4	.002	99.995
135	ROUTINE_INTER.HELO	4	.002	99.997
136	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+8.E-04	99.998
137	ROUTINE_DEAD.UNIT	2	+8.E-04	99.999
138	FUNCTION_COLLISION	1	+4.E-04	99.999
139	ROUTINE_DESTROY.ORD	1	+4.E-04	100.000
140	ROUTINE_RESET.FEBA.SECTOR	1	+4.E-04	100.000
141	''PROGRAM''_MAIN	0	0.	100.000
142	EVENT_ACT.REINF	0	0.	100.000
143	EVENT_AD.ENGAGEMENT	0	0.	100.000
144	EVENT_CHANGE.LITE	0	0.	100.000
145	EVENT_CHANGE.WEATHER	0	0.	100.000
146	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
147	EVENT_END.SIMULATION	0	0.	100.000
148	EVENT_FEBA.SORTIE	0	0.	100.000
149	EVENT_HC.DEPART.BATTLE	0	0.	100.000
150	EVENT_HELO.ENGAGEMENT	0	0.	100.000
151	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
152	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
153	EVENT_POSITION.REPORT	0	0.	100.000
154	EVENT_SEND.TEAM	0	0.	100.000
155	EVENT_SET.DEBUG	0	0.	100.000
156	FUNCTION_AR.PROB.DETECT	0	0.	100.000
157	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
158	FUNCTION_STAY.TIME	0	0.	100.000
159	PROCESS_AC.ATK.TGT	0	0.	100.000
160	PROCESS_AIR.OBSERVER	0	0.	100.000
161	PROCESS_AIRBORNE.RADAR	0	0.	100.000
162	PROCESS_CAS.MISSION	0	0.	100.000
163	PROCESS_FORWARD.OBSERVER	0	0.	100.000
164	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
165	PROCESS_HC.RETURN.FARRP	0	0.	100.000
166	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
167	PROCESS_HELICOPTER.FIRE	0	0.	100.000
168	PROCESS_MINE.ASSESS	0	0.	100.000
169	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
170	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
171	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

172	ROUTINE_AC.DF_EFFECTS	0	0.	100.000
173	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
174	ROUTINE_AD_SHOOT	0	0.	100.000
175	ROUTINE_AMMO.RPT	0	0.	100.000
176	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
177	ROUTINE_AO.DETECTION	0	0.	100.000
178	ROUTINE_AR.DETECTION	0	0.	100.000
179	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
180	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
181	ROUTINE_BTL.CHECK	0	0.	100.000
182	ROUTINE_BTRY.INPUT	0	0.	100.000
183	ROUTINE_CAT.TU.INPUT	0	0.	100.000
184	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
185	ROUTINE_CREATE.TEAMS	0	0.	100.000
186	ROUTINE_DECISION.INPUT	0	0.	100.000
187	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 243968

CPU USAGE FOR SIMULATED HOUR 13. = 580.90 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 14. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	198361	22.753	22.753
2 ROUTINE_RANGE.COMPUTE	164349	18.852	41.605
3 ROUTINE_PROX.CHECK	108217	12.413	54.018
4 FUNCTION_ACT.RANGE	66603	7.640	61.658
5 ROUTINE_TIME.TO.DETECT	45310	5.197	66.855
6 ROUTINE_JOHNSON.CRITERIA	26643	3.056	69.911
7 ROUTINE_PROB.INF	26643	3.056	72.967
8 ROUTINE_PROB.TIME	26643	3.056	76.023
9 ROUTINE_SEARCH	26643	3.056	79.079
10 ROUTINE_FRAC.COMPUTE	18420	2.113	81.192
11 PROCESS_ASSESSMENT	17503	2.008	83.200
12 ROUTINE_CONTRAST.TO.FREQ	13581	1.558	84.758
13 ROUTINE_MRT.TO.FREQ	13062	1.498	86.256
14 ROUTINE_TEMPERATURE.ATTENUATION	13062	1.498	87.754
15 ROUTINE_CHECK.ENGAGEMENT	13054	1.497	89.252
16 ROUTINE_LOCATE.SECTOR	12226	1.402	90.654
17 ROUTINE_SIZE.ESTIMATE	8833	1.013	91.667
18 PROCESS_SHOOT.OUT	5763	.661	92.328
19 ROUTINE_WEIBULL.F	4979	.571	92.899
20 ROUTINE_FINAL.COVERAGE	4324	.496	93.395
21 FUNCTION_COMBINATIONS	3902	.448	93.843
22 ROUTINE_DEQ.FEBA.SET	3841	.441	94.284
23 ROUTINE_ENQ.FEBA.SET	3836	.440	94.724
24 ROUTINE_PDB.DETECTION	2908	.334	95.057
25 EVENT_PDB.ACTIVATION	2196	.252	95.309
26 ROUTINE_NEW.SEGMENT	1964	.225	95.534
27 FUNCTION_EST.RANGE	1908	.219	95.753
28 FUNCTION_HE.WLA	1494	.171	95.925
29 ROUTINE_NOISE.DEGRADE	1455	.167	96.091
30 FUNCTION_FEBA.BAND	1299	.149	96.240
31 ROUTINE_FO.DETECTION	1201	.138	96.378
32 ROUTINE_NORMAL.F	1183	.136	96.514
33 ROUTINE_MIN.MOVE	1182	.136	96.649
34 ROUTINE_OUTPUT.ATTRITION	1122	.129	96.778
35 EVENT_CFR.ACTIVATION	1100	.126	96.904
36 ROUTINE_VOLLEY	1098	.126	97.030
37 ROUTINE_EST.COVERAG	1010	.116	97.146
38 ROUTINE_WEIGHTED.V .EYS	1010	.116	97.262
39 ROUTINE_CHANGE.LOC	992	.114	97.376
40 ROUTINE_LOS.CHECK	992	.114	97.490
41 ROUTINE_SEGMENT.ADJUST	820	.094	97.584
42 ROUTINE_TARGET.ANALYSIS	820	.094	97.678
43 EVENT_MOVE	804	.092	97.770
44 ROUTINE_COMPUTE.D	789	.091	97.860
45 ROUTINE_HE.OR.ICM.COMPUTATION	788	.090	97.951
46 ROUTINE_ANGLE.COMPUTE	785	.090	98.041
47 ROUTINE_POSITION	714	.082	98.123
48 EVENT_UPDATE.LOC	705	.081	98.204
49 ROUTINE_MARGINAL.EFFECTS.ADJ	686	.079	98.282
50 ROUTINE_COMPARE.TRS	680	.078	98.360
51 ROUTINE_CAS.EVAL	645	.074	98.434
52 ROUTINE_GET.TERRAIN	620	.071	98.505
53 ROUTINE_CHK.COMP.TR	604	.069	98.575

54	ROUTINE_CHK.FD.TR	602	.069	98.644
55	ROUTINE_TIME.REQ	589	.068	98.711
56	ROUTINE_FA.BN.ASGN	511	.059	98.770
57	ROUTINE_REQUEST.SMOKE	503	.058	98.828
58	ROUTINE_GAMMA.F	462	.053	98.881
59	PROCESS_TARGET.REPORT	451	.052	98.932
60	FUNCTION_ICM.WLA	448	.051	98.984
61	EVENT_ENGAGEMENT	442	.051	99.034
62	ROUTINE_REQUEST.ILLUM	442	.051	99.085
63	ROUTINE_CFR.DETECTION	434	.050	99.135
64	ROUTINE_FDC.TR.ENQ	400	.046	99.181
65	ROUTINE_REM.EFFECTS.COMPUTATION	369	.042	99.223
66	PROCESS_FIRE.MISSION	366	.042	99.265
67	ROUTINE_BTRY.FM.ENQ	366	.042	99.307
68	ROUTINE_FA.BN.MOVEMENT	366	.042	99.349
69	ROUTINE_DECIDE	364	.042	99.391
70	ROUTINE_BTRY.FM.DEQ	357	.041	99.432
71	ROUTINE_FDC.TR.DEQ	324	.037	99.469
72	ROUTINE_FINISH.COMPUTATION	324	.037	99.506
73	ROUTINE_CFR.DEGRADE	275	.032	99.538
74	ROUTINE_REQUEST.DEF.FASCAM	264	.030	99.568
75	ROUTINE_BTRY.EFFECTS	256	.029	99.597
76	ROUTINE_UNIT.ENVIR	255	.029	99.627
77	EVENT_CFR.OPERATOR	228	.026	99.653
78	FUNCTION_EST.TR.RANGE	209	.024	99.677
79	ROUTINE_PROXIMITY.REQ	209	.024	99.701
80	ROUTINE_COMPUTE.WD	204	.023	99.724
81	ROUTINE_EST.MIL.WORTH	172	.020	99.744
82	ROUTINE_CHECK.PROX	143	.016	99.760
83	ROUTINE_FD.EFFECTS.REQ	134	.015	99.776
84	ROUTINE_CHECK.FOR.MINES	133	.015	99.791
85	EVENT_PDB.OPERATOR	120	.014	99.805
86	ROUTINE_COPY	103	.012	99.816
87	EVENT_STOP.ARTY.MOVEMENT	96	.011	99.827
88	ROUTINE_CHECK.FORCE	93	.011	99.838
89	EVENT_ARTY.OCCUPATION	91	.010	99.848
90	EVENT_START.ARTY.MOVEMENT	87	.010	99.858
91	ROUTINE_LOCATE.SEARCH.AREA	86	.010	99.868
92	PROCESS_WITH.DRAW	61	.007	99.875
93	ROUTINE_PREP.WITHDRAW	61	.007	99.882
94	ROUTINE_REQUEST.WD.FASCAM	61	.007	99.889
95	ROUTINE_TERM.CHECK	60	.007	99.896
96	EVENT_START.MOVE	46	.005	99.901
97	EVENT_CFR.OFF	43	.005	99.906
98	EVENT_CFR.ON	43	.005	99.911
99	EVENT_GET.NX.ORD	40	.005	99.916
100	ROUTINE_CHECK.LIST	38	.004	99.920
101	EVENT_ACT.MOVDIS	36	.004	99.924
102	ROUTINE_EXPONENTIAL.F	34	.004	99.928
103	ROUTINE_DEAD.UNIT	33	.004	99.932
104	ROUTINE_PRED.POS	32	.004	99.936
105	PROCESS_HOW.REPAIR	31	.004	99.939
106	ROUTINE_CREATE.FORCE	30	.003	99.943
107	ROUTINE_UNIT.ASSIGNMENT	30	.003	99.946
108	ROUTINE_COMBINE.TRS	29	.003	99.950
109	ROUTINE_SWITCH.FO	29	.003	99.953
110	ROUTINE_CHECK.DEAD	28	.003	99.956
111	PROCESS_ARTY.ASSESS	25	.003	99.959
112	ROUTINE_DUST.EFFECTS	25	.003	99.962

113	ROUTINE_HEADING	25	.003	99.965
114	EVENT_ACT.DEF	19	.002	99.967
115	ROUTINE_UNIT.PRIORITY	18	.002	99.969
116	ROUTINE_BLOCK.LOS	17	.002	99.971
117	ROUTINE_CHECK.STREN	16	.002	99.973
118	ROUTINE_WHAT.NEXT	16	.002	99.975
119	EVENT_START.BATTLE	15	.002	99.976
120	ROUTINE_ADJUST	15	.002	99.978
121	ROUTINE_GENERAL.BATTLE	15	.002	99.980
122	ROUTINE_INITIAL.DETECT	15	.002	99.981
123	ROUTINE_INITIAL.MOVE	15	.002	99.983
124	ROUTINE_LINE.OF.SIGHT	15	.002	99.985
125	ROUTINE_ORIENTATION	15	.002	99.987
126	ROUTINE_PGM.MSN.ASGN	15	.002	99.988
127	ROUTINE_EMPTY	14	.002	99.990
128	EVENT_ACT.MOVCOR	11	.001	99.991
129	ROUTINE_END.MOVE	10	.001	99.992
130	ROUTINE_PROX.POS	10	.001	99.993
131	EVENT_ACT.ATK	9	.001	99.994
132	ROUTINE_PREPARE.LIST	9	.001	99.996
133	EVENT_BTL.ENDED	8	+9.E-04	99.996
134	ROUTINE_FIN.BATTLE	8	+9.E-04	99.997
135	ROUTINE_INTER.BATTLE	6	+7.E-04	99.998
136	ROUTINE_INTER.HELO	6	+7.E-04	99.999
137	FUNCTION_COLLISION	3	+3.E-04	99.999
138	ROUTINE_RESET.FEBA.SECTOR	3	+3.E-04	99.999
139	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+2.E-04	100.000
140	EVENT_CHANGE.WEATHER	1	+1.E-04	100.000
141	ROUTINE_DESTROY.ORD	1	+1.E-04	100.000
142	ROUTINE_DQ.CMSN.QUEUE	1	+1.E-04	100.000
143	''PROGRAM''_MAIN	0	0.	100.000
144	EVENT_ACT.REINF	0	0.	100.000
145	EVENT_AD.ENGAGEMENT	0	0.	100.000
146	EVENT_CHANGE.LITE	0	0.	100.000
147	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
148	EVENT_END.SIMULATION	0	0.	100.000
149	EVENT_FEBA.SORTIE	0	0.	100.000
150	EVENT_HC.DEPART.BATTLE	0	0.	100.000
151	EVENT_HELO.ENGAGEMENT	0	0.	100.000
152	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
153	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
154	EVENT_POSITION.REPORT	0	0.	100.000
155	EVENT_SEND.TEAM	0	0.	100.000
156	EVENT_SET.DEBUG	0	0.	100.000
157	FUNCTION_AR.PROB.DETECT	0	0.	100.000
158	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
159	FUNCTION_STAY.TIME	0	0.	100.000
160	PROCESS_AC.ATK.TGT	0	0.	100.000
161	PROCESS_AIR.OBSERVER	0	0.	100.000
162	PROCESS_AIRBORNE.RADAR	0	0.	100.000
163	PROCESS_CAS.MISSION	0	0.	100.000
164	PROCESS_FORWARD.OBSERVER	0	0.	100.000
165	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
166	PROCESS_HC.RETURN.FARRP	0	0.	100.000
167	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
168	PROCESS_HELICOPTER.FIRE	0	0.	100.000
169	PROCESS_MINE.ASSESS	0	0.	100.000
170	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
171	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000

172	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
173	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
174	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
175	ROUTINE_AD.SHOOT	0	0.	100.000
176	ROUTINE_AMMO.RPT	0	0.	100.000
177	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
178	ROUTINE_AO.DETECTION	0	0.	100.000
179	ROUTINE_AR.DETECTION	0	0.	100.000
180	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
181	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
182	ROUTINE_BTL.CHECK	0	0.	100.000
183	ROUTINE_BTRY.INPUT	0	0.	100.000
184	ROUTINE_CAT.TU.INPUT	0	0.	100.000
185	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
186	ROUTINE_CREATE.TEAMS	0	0.	100.000
187	ROUTINE_DECISION.INPUT	0	0.	100.000
188	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
189	ROUTINE_END.CAS.MISSION	0	0.	100.000
190	ROUTINE_EQ.TE.INPUT	0	0.	100.000
191	ROUTINE_ERROR.STOP	0	0.	100.000
192	ROUTINE_FARRP.CHECK	0	0.	100.000
193	ROUTINE_FARRP.INPUT	0	0.	100.000
194	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
195	ROUTINE_FBN.FD.INPUT	0	0.	100.000
196	ROUTINE_FEBA.INITIAL	0	0.	100.000
197	ROUTINE_FILE.FD.SCHD	0	0.	100.000
198	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
199	ROUTINE_FIND.START.TIME	0	0.	100.000
200	ROUTINE_FLIGHT.PATH	0	0.	100.000
201	ROUTINE_FORM.TF.LIST	0	0.	100.000
202	ROUTINE_FORPOSITION.OUT	0	0.	100.000
203	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
204	ROUTINE_HC.DISENGAGE	0	0.	100.000
205	ROUTINE_HC.EMPTY	0	0.	100.000
206	ROUTINE_HE.LA.INPUT	0	0.	100.000
207	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
208	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
209	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
210	ROUTINE_ILLUM.INPUT	0	0.	100.000
211	ROUTINE_INIT.REINF	0	0.	100.000
212	ROUTINE_KV.INPUT	0	0.	100.000
213	ROUTINE_KV.PRINT	0	0.	100.000
214	ROUTINE_KV.SCOREBOARD	0	0.	100.000
215	ROUTINE_LINE.CIRCLE	0	0.	100.000
216	ROUTINE_MADS.INPUT	0	0.	100.000
217	ROUTINE_MAIN1	0	0.	100.000
218	ROUTINE_MAIN2	0	0.	100.000
219	ROUTINE_MAIN3	0	0.	100.000
220	ROUTINE_MAO.INPUT	0	0.	100.000
221	ROUTINE_MCFR.INPUT	0	0.	100.000
222	ROUTINE_MFO.INPUT	0	0.	100.000
223	ROUTINE_MINE.DELAY	0	0.	100.000
224	ROUTINE_MINE.EFFECTS	0	0.	100.000
225	ROUTINE_MINE.INPUT	0	0.	100.000
226	ROUTINE_MPDB.INPUT	0	0.	100.000
227	ROUTINE_MUNS.INPUT	0	0.	100.000
228	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
229	ROUTINE_ORD.ATK	0	0.	100.000
230	ROUTINE_ORD.DEF	0	0.	100.000

231	ROUTINE_ORD.MOVCOR	0	0.	100.000
232	ROUTINE_ORD.MOVDIS	0	0.	100.000
233	ROUTINE_ORD.REINF	0	0.	100.000
234	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
235	ROUTINE_P.E.M.INPUT	0	0.	100.000
236	ROUTINE_PGM.INPUT	0	0.	100.000
237	ROUTINE_PIR.DETECTION	0	0.	100.000
238	ROUTINE_PK.INPUT	0	0.	100.000
239	ROUTINE_PLAT.COUNT	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 871798

CPU USAGE FOR SIMULATED HOUR 14. = 2109.35 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 15.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	108883	30.607	30.607
2 ROUTINE_RANGE.COMPUTE	55691	15.655	46.262
3 ROUTINE_PROX.CHECK	55387	15.570	61.832
4 FUNCTION_ACT.RANGE	47354	13.311	75.143
5 ROUTINE_FRAC.COMPUTE	12496	3.513	78.656
6 ROUTINE_SIZE.ESTIMATE	8952	2.516	81.172
7 ROUTINE_LOCATE.SECTOR	6456	1.815	82.987
8 FUNCTION_COMBINATIONS	3876	1.090	84.077
9 ROUTINE_FO.DETECTION	3509	.986	85.063
10 ROUTINE_FINAL.COVERAGE	3269	.919	85.982
11 ROUTINE_PDB.DETECTION	2788	.784	86.766
12 EVENT_PDB.ACTIVATION	2179	.613	87.378
13 FUNCTION_EST.RANGE	2085	.586	87.965
14 PROCESS_ASSESSMENT	1883	.529	88.494
15 ROUTINE_JOHNSON.CRITERIA	1874	.527	89.021
16 ROUTINE_PROB.INF	1874	.527	89.547
17 ROUTINE_PROB.TIME	1874	.527	90.074
18 ROUTINE_SEARCH	1874	.527	90.601
19 ROUTINE_NORMAL.F	1680	.472	91.073
20 ROUTINE_COMPARE.TRS	1482	.417	91.490
21 ROUTINE_NOISE.DEGRADE	1398	.393	91.883
22 ROUTINE_TIME.REQ	1374	.386	92.269
23 ROUTINE_CONTRAST.TO.FREQ	1290	.363	92.632
24 ROUTINE_DEQ.FEBA.SET	1288	.362	92.994
25 ROUTINE_ENQ.FEBA.SET	1258	.354	93.347
26 FUNCTION_HE.WLA	1133	.318	93.666
27 FUNCTION_FEBA.BAND	1090	.306	93.972
28 EVENT_CFR.ACTIVATION	1088	.306	94.278
29 ROUTINE_VOLLEY	1087	.306	94.584
30 ROUTINE_TARGET.ANALYSIS	1053	.296	94.880
31 PROCESS_SHOOT.OUT	1018	.286	95.166
32 EVENT_UPDATE.LOC	853	.240	95.406
33 ROUTINE_EST.COVERAGE	733	.206	95.612
34 ROUTINE_WEIGHTED.VOLLEYS	733	.206	95.818
35 ROUTINE_OUTPUT.ATTRITION	729	.205	96.023
36 ROUTINE_CHK.COMP.TR	711	.200	96.223
37 ROUTINE_CHK.FD.TR	711	.200	96.422
38 ROUTINE_HE.OR.ICM.COMPUTATION	614	.173	96.595
39 ROUTINE_GET.TERRAIN	599	.168	96.763
40 ROUTINE_MRT.TO.FREQ	584	.164	96.928
41 ROUTINE_TEMPERATURE.ATTENUATION	584	.164	97.092
42 PROCESS_TARGET.REPORT	563	.158	97.250
43 ROUTINE_MARGINAL.EFFECTS.ADJ	515	.145	97.395
44 ROUTINE_FDC.TR.ENQ	488	.137	97.532
45 ROUTINE_FDC.TR.DEQ	484	.136	97.668
46 ROUTINE_FINISH.COMPUTATION	484	.136	97.804
47 ROUTINE_FA.BN.ASGN	476	.134	97.938
48 ROUTINE_BLOCK.LOS	420	.118	98.056
49 ROUTINE_BTRY.FM.DEQ	348	.098	98.154
50 FUNCTION_ICM.WLA	330	.093	98.246
51 ROUTINE_CFR.DETECTION	298	.084	98.330
52 PROCESS_FIRE.MISSION	294	.083	98.413
53 ROUTINE_BTRY.FM.ENQ	294	.083	98.496

54	FUNCTION_EST.TR.RANGE	291	.082	98.577
55	ROUTINE_PROXIMITY.REQ	291	.082	98.659
56	ROUTINE_REM.EFFECTS.COMPUTATION	289	.081	98.740
57	ROUTINE_CHECK.ENGAGEMENT	266	.075	98.815
58	ROUTINE_FA.BN.MOVEMENT	259	.073	98.888
59	ROUTINE_BTRY.EFFECTS	249	.070	98.958
60	ROUTINE_UNIT.ENVIR	249	.070	99.028
61	ROUTINE_DUST.EFFECTS	217	.061	99.089
62	ROUTINE_CFR.DEGRADE	185	.052	99.141
63	EVENT_CFR.OPERATOR	179	.050	99.191
64	ROUTINE_MIN.MOVE	176	.049	99.241
65	ROUTINE_GAMMA.F	172	.048	99.289
66	ROUTINE_FD.EFFECTS.REQ	170	.048	99.337
67	ROUTINE_EST.MIL.WORTH	128	.036	99.373
68	EVENT_PDB.OPERATOR	120	.034	99.407
69	ROUTINE_TIME.TO.DETECT	120	.034	99.440
70	PROCESS_ARTY.ASSESS	104	.029	99.470
71	ROUTINE_ANGLE.COMPUTE	98	.028	99.497
72	ROUTINE_CHECK.FOR.MINES	96	.027	99.524
73	ROUTINE_COPY	96	.027	99.551
74	ROUTINE_CAS.EVAL	94	.026	99.578
75	ROUTINE_CHANGE.LOC	90	.025	99.603
76	ROUTINE_LOS.CHECK	90	.025	99.628
77	ROUTINE_WEIBULL.F	89	.025	99.653
78	EVENT_START.ARTY.MOVEMENT	87	.024	99.678
79	ROUTINE_COMPUTE.D	80	.022	99.700
80	ROUTINE_COMBINE.TRS	74	.021	99.721
81	EVENT_ARTY.OCCUPATION	68	.019	99.740
82	EVENT_STOP.ARTY.MOVEMENT	66	.019	99.759
83	ROUTINE_DECIDE	53	.015	99.773
84	EVENT_GET.NX.ORD	48	.013	99.787
85	EVENT_CFR.ON	45	.013	99.800
86	ROUTINE_EXPONENTIAL.F	45	.013	99.812
87	EVENT_CFR.OFF	44	.012	99.825
88	ROUTINE_CHECK.PROX	39	.011	99.836
89	EVENT_ACT.DEF	37	.010	99.846
90	ROUTINE_REQUEST.SMOKE	34	.010	99.856
91	ROUTINE_END.MOVE	30	.008	99.864
92	ROUTINE_SEGMENT.ADJUST	30	.008	99.872
93	EVENT_ENGAGEMENT	28	.008	99.880
94	PROCESS_HOW.REPAIR	28	.008	99.888
95	ROUTINE_REQUEST.ILLUM	28	.008	99.896
96	EVENT_MOVE	26	.007	99.903
97	ROUTINE_NEW.SEGMENT	24	.007	99.910
98	ROUTINE_POSITION	22	.006	99.916
99	ROUTINE_RESET.FEBA.SECTOR	22	.006	99.922
100	ROUTINE_LOCATE.SEARCH.AREA	19	.005	99.928
101	ROUTINE_REQUEST.DEF.FASCAM	19	.005	99.933
102	ROUTINE_HEADING	16	.004	99.938
103	ROUTINE_COMPUTE.WD	13	.004	99.941
104	ROUTINE_CHECK.DEAD	12	.003	99.945
105	ROUTINE_CREATE.FORCE	12	.003	99.948
106	ROUTINE_SWITCH.FO	12	.003	99.951
107	ROUTINE_UNIT.ASSIGNMENT	12	.003	99.955
108	ROUTINE_UNIT.PRIORITY	10	.003	99.958
109	ROUTINE_WHAT.NEXT	10	.003	99.960
110	EVENT_ACT.MOVCOR	9	.003	99.963
111	EVENT_START.MOVE	9	.003	99.965
112	ROUTINE_CHECK.STREN	8	.002	99.968

113	ROUTINE_PROX.POS	7	.002	99.970
114	ROUTINE_TERM.CHECK	7	.002	99.972
115	EVENT_START.BATTLE	6	.002	99.973
116	PROCESS_WITH.DRAW	6	.002	99.975
117	ROUTINE_ADJUST	6	.002	99.977
118	ROUTINE_CHECK.FORCE	6	.002	99.978
119	ROUTINE_EMPTY	6	.002	99.980
120	ROUTINE_GENERAL.BATTLE	6	.002	99.982
121	ROUTINE_INITIAL.DETECT	6	.002	99.983
122	ROUTINE_INITIAL.MOVE	6	.002	99.985
123	ROUTINE_LINE.OF.SIGHT	6	.002	99.987
124	ROUTINE_ORIENTATION	6	.002	99.988
125	ROUTINE_PREP.WITHDRAW	6	.002	99.990
126	ROUTINE_REQUEST.WD.FASCAM	6	.002	99.992
127	EVENT_ACT.ATK	5	.001	99.993
128	EVENT_BTL.ENDED	5	.001	99.995
129	ROUTINE_CHECK.LIST	5	.001	99.996
130	ROUTINE_FIN.BATTLE	5	.001	99.997
131	ROUTINE_PREPARE.LIST	5	.001	99.999
132	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.999
133	ROUTINE_INTER.BATTLE	1	+3.E-04	100.000
134	ROUTINE_INTER.HELO	1	+3.E-04	100.000
135	''PROGRAM''_MAIN	0	0.	100.000
136	EVENT_ACT.MOVDIS	0	0.	100.000
137	EVENT_ACT.REINF	0	0.	100.000
138	EVENT_AD.ENGAGEMENT	0	0.	100.000
139	EVENT_CHANGE.LITE	0	0.	100.000
140	EVENT_CHANGE.WEATHER	0	0.	100.000
141	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
142	EVENT_END.SIMULATION	0	0.	100.000
143	EVENT_FEBA.SORTIE	0	0.	100.000
144	EVENT_HC.DEPART.BATTLE	0	0.	100.000
145	EVENT_HELO.ENGAGEMENT	0	0.	100.000
146	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
147	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
148	EVENT_POSITION.REPORT	0	0.	100.000
149	EVENT_SEND.TEAM	0	0.	100.000
150	EVENT_SET.DEBUG	0	0.	100.000
151	FUNCTION_AR.PROB.DETECT	0	0.	100.000
152	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
153	FUNCTION_COLLISION	0	0.	100.000
154	FUNCTION_STAY.TIME	0	0.	100.000
155	PROCESS_AC.ATK.TGT	0	0.	100.000
156	PROCESS_AIR.OBSERVER	0	0.	100.000
157	PROCESS_AIRBORNE.RADAR	0	0.	100.000
158	PROCESS_CAS.MISSION	0	0.	100.000
159	PROCESS_FORWARD.OBSERVER	0	0.	100.000
160	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
161	PROCESS_HC.RETURN.FARRP	0	0.	100.000
162	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
163	PROCESS_HELICOPTER.FIRE	0	0.	100.000
164	PROCESS_MINE.ASSESS	0	0.	100.000
165	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
166	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
167	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
168	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
169	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
170	ROUTINE_AD.SHOOT	0	0.	100.000
171	ROUTINE_AMMO.RPT	0	0.	100.000

172	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
173	POUTINE_AO.DETECTION	0	0.	100.000
174	ROUTINE_AR.DETECTION	0	0.	100.000
175	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
176	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
177	ROUTINE_BTL.CHECK	0	0.	100.000
178	ROUTINE_BTRY.INPUT	0	0.	100.000
179	ROUTINE_CAT.TU.INPUT	0	0.	100.000
180	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
181	ROUTINE_CREATE.TEAMS	0	0.	100.000
182	ROUTINE_DEAD.UNIT	0	0.	100.000
183	ROUTINE_DECISION.INPUT	0	0.	100.000
184	ROUTINE_DESTROY.ORD	0	0.	100.000
185	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
186	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
187	ROUTINE_END.CAS.MISSION	0	0.	100.000
188	ROUTINE_EQ.TE.INPUT	0	0.	100.000
189	ROUTINE_ERROR.STOP	0	0.	100.000
190	ROUTINE_FARRP.CHECK	0	0.	100.000
191	ROUTINE_FARRP.INPUT	0	0.	100.000
192	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
193	ROUTINE_FBN.FD.INPUT	0	0.	100.000
194	ROUTINE_FEBA.INITIAL	0	0.	100.000
195	ROUTINE_FILE.FD.SCHD	0	0.	100.000
196	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
197	ROUTINE_FIND.START.TIME	0	0.	100.000
198	ROUTINE_FLIGHT.PATH	0	0.	100.000
199	ROUTINE_FORM.TF.LIST	0	0.	100.000
200	ROUTINE_FORPOSITION.OUT	0	0.	100.000
201	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
202	ROUTINE_HC.DISENGAGE	0	0.	100.000
203	ROUTINE_HC.EMPTY	0	0.	100.000
204	ROUTINE_HE.LA.INPUT	0	0.	100.000
205	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
206	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
207	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
208	ROUTINE_ILLUM.INPUT	0	0.	100.000
209	ROUTINE_INIT.REINF	0	0.	100.000
210	ROUTINE_KV.INPUT	0	0.	100.000
211	ROUTINE_KV.PRINT	0	0.	100.000
212	ROUTINE_KV.SCOREBOARD	0	0.	100.000
213	ROUTINE_LINE.CIRCLE	0	0.	100.000
214	ROUTINE_MADS.INPUT	0	0.	100.000
215	ROUTINE_MAIN1	0	0.	100.000
216	ROUTINE_MAIN2	0	0.	100.000
217	ROUTINE_MAIN3	0	0.	100.000
218	ROUTINE_MAO.INPUT	0	0.	100.000
219	ROUTINE_MCFR.INPUT	0	0.	100.000
220	ROUTINE_MFO.INPUT	0	0.	100.000
221	ROUTINE_MINE.DELAY	0	0.	100.000
222	ROUTINE_MINE.EFFECTS	0	0.	100.000
223	ROUTINE_MINE.INPUT	0	0.	100.000
224	ROUTINE_MPDB.INPUT	0	0.	100.000
225	ROUTINE_MUNS.INPUT	0	0.	100.000
226	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
227	ROUTINE_ORD.ATK	0	0.	100.000
228	ROUTINE_ORD.DEF	0	0.	100.000
229	ROUTINE_ORD.MOVCOR	0	0.	100.000
230	ROUTINE_ORD.MOVDIS	0	0.	100.000

231	ROUTINE_ORD.REINF	0	0.	100.000
232	ROUTINE_OUTPUT.EXPENDITURES	0	0	100.000
233	ROUTINE_P.E.M.INPUT	0	0.	100.000
234	ROUTINE_PGM.INPUT	0	0	100.000
235	ROUTINE_PGM.MSN.ASGN	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_PRED.POS	0	0.	100.000
240	ROUTINE_READ.ORDERS	0	0.	100.000
241	ROUTINE_REIN.ARRIVE	0	0.	100.000
242	ROUTINE_REPLACE.HC	0	0.	100.000
243	ROUTINE_REQUEST.FASCAM	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 355740

CPU USAGE FOR SIMULATED HOUR 15. = 1034.83 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 16. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	68063	23.750	23.750
2 ROUTINE_RANGE.COMPUTE	52852	18.442	42.192
3 ROUTINE_PROX.CHECK	34770	12.133	54.325
4 FUNCTION_ACT.RANGE	22170	7.736	62.061
5 ROUTINE_FRAC.COMPUTE	14476	5.051	67.112
6 ROUTINE_TIME.TO.DETECT	14273	4.980	72.092
7 ROUTINE_SIZE.ESTIMATE	5519	1.926	74.018
8 ROUTINE_LOCATE.SECTOR	5387	1.880	75.898
9 ROUTINE_CHECK.ENGAGEMENT	5277	1.841	77.739
10 ROUTINE_JOHNSON.CRITERIA	4341	1.515	79.254
11 ROUTINE_PROB.INF	4341	1.515	80.769
12 ROUTINE_PROB.TIME	4341	1.515	82.283
13 ROUTINE_SEARCH	4341	1.515	83.798
14 ROUTINE_FINAL.COVERAGE	3328	1.161	84.959
15 ROUTINE_MRT.TO.FREQ	2242	.782	85.742
16 ROUTINE_TEMPERATURE.ATTENUATION	2242	.782	86.524
17 FUNCTION_COMBINATIONS	2168	.756	87.280
18 ROUTINE_CONTRAST.TO.FREQ	2099	.732	88.013
19 ROUTINE_PDB.DETECTION	1710	.597	88.610
20 FUNCTION_EST.RANGE	1621	.566	89.175
21 ROUTINE_FO.DETECTION	1489	.520	89.695
22 PROCESS_SHOOT.OUT	1479	.516	90.211
23 EVENT_PDB.ACTIVATION	1457	.508	90.719
24 ROUTINE_DEQ.FEBA.SET	1327	.463	91.182
25 PROCESS_ASSESSMENT	1313	.458	91.640
26 ROUTINE_ENQ.FEBA.SET	1313	.458	92.099
27 ROUTINE_WEIBULL.F	1115	.389	92.488
28 FUNCTION_HE.WLA	1000	.349	92.837
29 FUNCTION_FEBA.BAND	974	.340	93.176
30 ROUTINE_OUTPUT.ATTRITION	937	.327	93.503
31 ROUTINE_NORMAL.F	882	.308	93.811
32 ROUTINE_NOISE.DEGRADE	851	.297	94.108
33 ROUTINE_VOLLEY	732	.255	94.364
34 EVENT_CFR.ACTIVATION	727	.254	94.617
35 ROUTINE_EST.COVERAGE	720	.251	94.869
36 ROUTINE_WEIGHTED.VOLLEYS	720	.251	95.120
37 ROUTINE_COMPARE.TRS	657	.229	95.349
38 EVENT_UPDATE.LOC	606	.211	95.560
39 ROUTINE_TIME.REQ	603	.210	95.771
40 ROUTINE_TARGET.ANALYSIS	578	.202	95.973
41 ROUTINE_HE.OR.ICM.COMPUTATION	529	.185	96.157
42 ROUTINE_MARGINAL.EFFECTS.ADJ	483	.169	96.326
43 ROUTINE_CHK.COMP.TR	449	.157	96.482
44 ROUTINE_CHK.FD.TR	448	.156	96.639
45 ROUTINE_FA.BN.ASGN	445	.155	96.794
46 ROUTINE_GET.TERRAIN	426	.149	96.943
47 ROUTINE_FDC.TR.DEQ	403	.141	97.083
48 ROUTINE_FINISH.COMPUTATION	403	.141	97.224
49 ROUTINE_NEW.SEGMENT	340	.119	97.342
50 FUNCTION_ICM.WLA	339	.118	97.461
51 ROUTINE_GAMMA.F	324	.113	97.574
52 PROCESS_TARGET.REPORT	317	.111	97.684
53 ROUTINE_MIN.MOVE	308	.107	97.792

54	ROUTINE_ANGLE.COMPUTE	286	.100	97.892
55	ROUTINE_FDC.TR.ENQ	285	.099	97.991
56	ROUTINE_CFR.DETECTION	279	.097	98.089
57	PROCESS_FIRE MISSION	251	.088	98.176
58	ROUTINE_BLOCK.LOS	251	.088	98.264
59	ROUTINE_BTRY.FM.ENQ	251	.088	98.351
60	ROUTINE_CHANGE.LOC	247	.086	98.437
61	ROUTINE_LOS.CHECK	247	.086	98.524
62	ROUTINE_REM.EFFECTS.COMPUTATION	247	.086	98.610
63	ROUTINE_FA.BN.MOVEMENT	229	.080	98.690
64	ROUTINE_BTRY.FM.DEQ	228	.080	98.769
65	ROUTINE_COMPUTE.D	198	.069	98.838
66	ROUTINE_BTRY.EFFECTS	174	.061	98.899
67	ROUTINE_UNIT.ENVIR	174	.061	98.960
68	FUNCTION_EST.TR.RANGE	170	.059	99.019
69	ROUTINE_PROXIMITY.REQ	170	.059	99.078
70	ROUTINE_FD.EFFECTS.REQ	166	.058	99.136
71	ROUTINE_CFR.DEGRADE	148	.052	99.188
72	EVENT_CFR.OPERATOR	147	.051	99.239
73	ROUTINE_EST.MIL.WORTH	126	.044	99.283
74	EVENT_PDB.OPERATOR	120	.042	99.325
75	EVENT_MOVE	117	.041	99.366
76	ROUTINE_SEGMENT.ADJUST	117	.041	99.407
77	ROUTINE_POSITION	102	.036	99.442
78	ROUTINE_REQUEST.SMOKE	95	.033	99.476
79	ROUTINE_CHECK.FOR.MINES	88	.031	99.506
80	ROUTINE_DUST.EFFECTS	79	.028	99.534
81	EVENT_ARTY.OCCUPATION	76	.027	99.560
82	EVENT_ENGAGEMENT	76	.027	99.587
83	EVENT_STOP.ARTY.MOVEMENT	76	.027	99.613
84	ROUTINE_REQUEST.ILLUM	76	.027	99.640
85	ROUTINE_COPY	75	.026	99.666
86	ROUTINE_CAS.EVAL	71	.025	99.691
87	EVENT_START.ARTY.MOVEMENT	66	.023	99.714
88	ROUTINE_LOCATE.SEARCH.AREA	56	.020	99.733
89	ROUTINE_COMPUTE.WD	51	.018	99.751
90	ROUTINE_REQUEST.DEF.FASCAM	49	.017	99.768
91	EVENT_CFR.ON	48	.017	99.785
92	EVENT_CFR.OFF	47	.016	99.801
93	EVENT_GET.NX.ORD	35	.012	99.814
94	ROUTINE_COMBINE.TRS	29	.010	99.824
95	ROUTINE_EXPONENTIAL.F	29	.010	99.834
96	EVENT_ACT.DEF	24	.008	99.842
97	EVENT_START.MOVE	22	.008	99.850
98	ROUTINE_CHECK.PROX	20	.007	99.857
99	PROCESS_ARTY.ASSESS	19	.007	99.864
100	PROCESS_WITH.DRAW	19	.007	99.870
101	ROUTINE_PREP.WITHDRAW	19	.007	99.877
102	ROUTINE_REQUEST.WD.FASCAM	19	.007	99.883
103	ROUTINE_TERM.CHECK	19	.007	99.890
104	PROCESS_HOW.REPAIR	17	.006	99.896
105	ROUTINE_DECIDE	17	.006	99.902
106	EVENT_ACT.MOVDIS	16	.006	99.908
107	ROUTINE_CHECK.DEAD	16	.006	99.913
108	ROUTINE_CREATE.FORCE	16	.006	99.919
109	ROUTINE_END.MOVE	16	.006	99.924
110	ROUTINE_HEADING	16	.006	99.930
111	ROUTINE_SWITCH.FO	16	.006	99.935
112	ROUTINE_UNIT.ASSIGNMENT	16	.006	99.941

113	ROUTINE_DEAD.UNIT	14	.005	99.946
114	ROUTINE_PGM.MSN.ASGN	11	.004	99.950
115	ROUTINE_CHECK.STREN	9	.003	99.953
116	EVENT_START.BATTLE	8	.003	99.956
117	ROUTINE_ADJUST	8	.003	99.958
118	ROUTINE_EMPTY	8	.003	99.961
119	ROUTINE_GENERAL.BATTLE	8	.003	99.964
120	ROUTINE_INITIAL.DETECT	8	.003	99.967
121	ROUTINE_INITIAL.MOVE	8	.003	99.970
122	ROUTINE_LINE.OF.SIGHT	8	.003	99.972
123	ROUTINE_ORIENTATION	8	.003	99.975
124	ROUTINE_UNIT.PRIORITY	8	.003	99.978
125	ROUTINE_WHAT.NEXT	8	.003	99.981
126	EVENT_ACT.MOVCOR	6	.002	99.983
127	ROUTINE_CHECK.FORCE	6	.002	99.985
128	ROUTINE_PRED.POS	6	.002	99.987
129	ROUTINE_PROX.POS	5	.002	99.989
130	EVENT_ACT.ATK	4	.001	99.990
131	EVENT_BTL.ENDED	4	.001	99.992
132	ROUTINE_CHECK.LIST	4	.001	99.993
133	ROUTINE_FIN.BATTLE	4	.001	99.994
134	ROUTINE_INTER.BATTLE	4	.001	99.996
135	ROUTINE_INTER.HELO	4	.001	99.997
136	ROUTINE_PREPARE.LIST	4	.001	99.999
137	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+7.E-04	99.999
138	EVENT_CHANGE.WEATHER	1	+3.E-04	100.000
139	ROUTINE_DQ.CMSN.QUEUE	1	+3.E-04	100.000
140	''PROGRAM''_MAIN	0	0.	100.000
141	EVENT_ACT.REINF	0	0.	100.000
142	EVENT_AD.ENGAGEMENT	0	0.	100.000
143	EVENT_CHANGE.LITE	0	0.	100.000
144	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
145	EVENT_END.SIMULATION	0	0.	100.000
146	EVENT_FEBA.SORTIE	0	0.	100.000
147	EVENT_HC.DEPART.BATTLE	0	0.	100.000
148	EVENT_HELO.ENGAGEMENT	0	0.	100.000
149	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
150	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
151	EVENT_POSITION.REPORT	0	0.	100.000
152	EVENT_SEND.TEAM	0	0.	100.000
153	EVENT_SET.DEBUG	0	0.	100.000
154	FUNCTION_AR.PROB.DETECT	0	0.	100.000
155	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
156	FUNCTION_COLLISION	0	0.	100.000
157	FUNCTION_STAY.TIME	0	0.	100.000
158	PROCESS_AC.ATK.TGT	0	0.	100.000
159	PROCESS_AIR.OBSERVER	0	0.	100.000
160	PROCESS_AIRBORNE.RADAR	0	0.	100.000
161	PROCESS_CAS.MISSION	0	0.	100.000
162	PROCESS_FORWARD.OBSERVER	0	0.	100.000
163	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
164	PROCESS_HC.RETURN.FARRP	0	0.	100.000
165	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
166	PROCESS_HELICOPTER.FIRE	0	0.	100.000
167	PROCESS_MINE.ASSESS	0	0.	100.000
168	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
169	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
170	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
171	ROUTINE_AC.DF.EFFECTS	0	0.	100.000

172	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
173	ROUTINE_AD.SHOOT	0	0.	100.000
174	ROUTINE_AMMO.RPT	0	0.	100.000
175	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
176	ROUTINE_AO.DETECTION	0	0.	100.000
177	ROUTINE_AR.DETECTION	0	0.	100.000
178	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
179	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
180	ROUTINE_BTL.CHECK	0	0.	100.000
181	ROUTINE_BTRY.INPUT	0	0.	100.000
182	ROUTINE_CAT.TU.INPUT	0	0.	100.000
183	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
184	ROUTINE_CREATE.TEAMS	0	0.	100.000
185	ROUTINE_DECISION.INPUT	0	0.	100.000
186	ROUTINE_DESTROY.ORD	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 286583

CPU USAGE FOR SIMULATED HOUR 16. = 706.51 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 17. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_PK.COMPUTE	35627	22.407	22.407
2 FUNCTION_ACT.RANGE	23142	14.555	36.962
3 ROUTINE_RANGE.COMPUTE	18683	11.750	48.712
4 ROUTINE_PROX.CHECK	17893	11.254	59.966
5 ROUTINE_FRAC.COMPUTE	13996	8.803	68.768
6 ROUTINE_SIZE.ESTIMATE	6298	3.961	72.729
7 ROUTINE_LOCATE.SECTOR	4063	2.555	75.285
8 ROUTINE_FINAL.COVERAGE	2941	1.850	77.134
9 ROUTINE_PDB.DETECTION	1917	1.206	78.340
10 EVENT_PDB.ACTIVATION	1568	.986	79.326
11 FUNCTION_COMBINATIONS	1527	.960	80.287
12 ROUTINE_JOHNSON.CRITERIA	1384	.870	81.157
13 ROUTINE_PROB.INF	1384	.870	82.028
14 ROUTINE_PROB.TIME	1384	.870	82.898
15 ROUTINE_SEARCH	1384	.870	83.768
16 FUNCTION_EST.RANGE	1309	.823	84.592
17 FUNCTION_HE.WLA	1174	.738	85.330
18 FUNCTION_FEBA.BAND	1051	.661	85.991
19 ROUTINE_NOISE.DEGRADE	962	.605	86.596
20 ROUTINE_NORMAL.F	927	.583	87.179
21 PROCESS_SHOOT.OUT	894	.562	87.741
22 ROUTINE_CONTRAST.TO.FREQ	871	.548	88.289
23 ROUTINE_EST.COVERAGE	843	.530	88.819
24 ROUTINE_WEIGHTED.VOLLEYS	843	.530	89.350
25 EVENT_CFR.ACTIVATION	785	.494	89.843
26 ROUTINE_OUTPUT.ATTRITION	785	.494	90.337
27 ROUTINE_VOLLEY	781	.491	90.828
28 ROUTINE_CHECK.ENGAGEMENT	604	.380	91.208
29 ROUTINE_HE.OR.ICM.COMPUTATION	603	.379	91.587
30 ROUTINE_MARGINAL.EFFECTS.ADJ	559	.352	91.939
31 ROUTINE_TARGET.ANALYSIS	540	.340	92.279
32 ROUTINE_MRT.TO.FREQ	513	.323	92.601
33 ROUTINE_TEMPERATURE.ATTENUATION	513	.323	92.924
34 ROUTINE_COMPARE.TRS	484	.304	93.228
35 ROUTINE_FA.BN.ASGN	448	.282	93.510
36 ROUTINE_GET.TERRAIN	448	.282	93.792
37 ROUTINE_CHK.COMP.TR	442	.278	94.070
38 ROUTINE_CHK.FD.TR	442	.278	94.348
39 ROUTINE_TIME.REQ	397	.250	94.597
40 FUNCTION_ICM.WLA	375	.236	94.833
41 ROUTINE_DEQ.FEBA.SET	368	.231	95.065
42 ROUTINE_ENQ.FEBA.SET	368	.231	95.296
43 ROUTINE_TIME.TO.DETECT	348	.219	95.515
44 ROUTINE_FA.BN.MOVEMENT	312	.196	95.711
45 ROUTINE_FO.DETECTION	305	.192	95.903
46 PROCESS_TARGET.REPORT	291	.183	96.086
47 ROUTINE_FDC.TR.ENQ	274	.172	96.258
48 ROUTINE_REM.EFFECTS.COMPUTATION	268	.169	96.427
49 PROCESS_FIRE.MISSION	262	.165	96.592
50 ROUTINE_BTRY.FM.ENQ	262	.165	96.757
51 ROUTINE_BTRY.FM.DEQ	256	.161	96.918
52 ROUTINE_CFR.DETECTION	252	.158	97.076
53 ROUTINE_FDC.TR.DEQ	252	.158	97.235

54	ROUTINE_FINISH.COMPUTATION	252	.158	97.393
55	ROUTINE_BLOCK LOS	248	.156	97.549
56	ROUTINE_GAMMA.F	222	.140	97.689
57	EVENT_CFR.OPERATOR	184	.116	97.804
58	ROUTINE_BTRY.EFFECTS	180	.113	97.918
59	ROUTINE_UNIT ENVIR	180	.113	98.031
60	ROUTINE_WEIBULL.F	168	.106	98.136
61	ROUTINE_CFR.DEGRADE	163	.103	98.239
62	PROCESS_ASSESSMENT	159	.100	98.339
63	ROUTINE_MIN.MOVE	144	.091	98.430
64	ROUTINE_EST.MIL WORTH	143	.090	98.519
65	FUNCTION_EST.TR.RANGE	137	.086	98.606
66	ROUTINE_PROXIMITY.REQ	137	.086	98.692
67	ROUTINE_DUST.EFFECTS	136	.086	98.777
68	ROUTINE_ANGLE.COMPUTE	129	.081	98.858
69	EVENT_PDB.OPERATOR	120	.075	98.934
70	ROUTINE_CHANGE.LOC	112	.070	99.004
71	ROUTINE_LOS.CHECK	112	.070	99.075
72	ROUTINE_FD.EFFECTS.REQ	111	.070	99.145
73	ROUTINE_COMPUTE.D	89	.056	99.201
74	ROUTINE_CHECK.FOR.MINES	85	.053	99.254
75	ROUTINE_COPY	85	.053	99.308
76	EVENT_STOP.ARTY.MOVEMENT	82	.052	99.359
77	EVENT_ARTY.OCCUPATION	81	.051	99.410
78	EVENT_START.ARTY.MOVEMENT	78	.049	99.459
79	ROUTINE_NEW.SEGMENT	69	.043	99.503
80	PROCESS_ARTY.ASSESS	45	.028	99.531
81	ROUTINE_REQUEST.SMOKE	45	.028	99.559
82	EVENT_CFR.OFF	42	.026	99.586
83	ROUTINE_SEGMENT.ADJUST	42	.026	99.612
84	EVENT_CFR.ON	41	.026	99.638
85	EVENT_ENGAGEMENT	38	.024	99.662
86	ROUTINE_REQUEST.ILLUM	38	.024	99.686
87	EVENT_MOVE	37	.023	99.709
88	ROUTINE_POSITION	37	.023	99.732
89	ROUTINE_EXPONENTIAL.F	34	.021	99.753
90	ROUTINE_CHECK.PROX	30	.019	99.772
91	ROUTINE_LOCATE.SEARCH.AREA	30	.019	99.791
92	PROCESS_HOW.REPAIR	24	.015	99.806
93	ROUTINE_COMPUTE.WD	24	.015	99.821
94	EVENT_UPDATE.LOC	23	.014	99.836
95	ROUTINE_PGM.MSN.ASGN	19	.012	99.848
96	ROUTINE_COMBINE.TRS	17	.011	99.858
97	EVENT_GET.NX.ORD	15	.009	99.868
98	ROUTINE_REQUEST.DEF.FASCAM	15	.009	99.877
99	ROUTINE_CHECK.FORCE	11	.007	99.884
100	ROUTINE_HEADING	10	.006	99.891
101	ROUTINE_PRED.POS	9	.006	99.896
102	ROUTINE_CAS.EVAL	8	.005	99.901
103	ROUTINE_CHECK.DEAD	8	.005	99.906
104	ROUTINE_CREATE.FORCE	8	.005	99.911
105	ROUTINE_SWITCH.FO	8	.005	99.916
106	ROUTINE_UNIT.ASSIGNMENT	8	.005	99.921
107	EVENT_ACT.MOVCOR	7	.004	99.926
108	EVENT_START.MOVE	7	.004	99.930
109	PROCESS_WITH.DRAW	7	.004	99.935
110	ROUTINE_PREP.WITHDRAW	7	.004	99.939
111	ROUTINE_REQUEST.WD.FASCAM	7	.004	99.943
112	ROUTINE_TERM.CHECK	7	.004	99.948

113	ROUTINE_UNIT PRIORITY	6	.004	99.952
114	ROUTINE_WHAT NEXT	6	.004	99.955
115	ROUTINE_CHECK.STREN	5	.003	99.958
116	ROUTINE_DECIDE	5	.003	99.962
117	EVENT_ACT DEF	4	.003	99.964
118	EVENT_START BATTLE	4	.003	99.967
119	ROUTINE_ADJUST	4	.003	99.969
120	ROUTINE_CHECK.LIST	4	.003	99.972
121	ROUTINE_EMPTY	4	.003	99.974
122	ROUTINE_GENERAL.BATTLE	4	.003	99.977
123	ROUTINE_INITIAL.DETECT	4	.003	99.979
124	ROUTINE_INITIAL.MOVE	4	.003	99.982
125	ROUTINE_LINE.OF.SIGHT	4	.003	99.984
126	ROUTINE_ORIENTATION	4	.003	99.987
127	ROUTINE_PROX.POS	4	.003	99.989
128	EVENT_ACT.ATK	3	.002	99.991
129	EVENT_BTL.ENDED	3	.002	99.993
130	ROUTINE_FIN.BATTLE	3	.002	99.995
131	ROUTINE_PREPARE.LIST	3	.002	99.997
132	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.001	99.998
133	ROUTINE_END.MOVE	1	+6.E-04	99.999
134	ROUTINE_INTER.BATTLE	1	+6.E-04	99.999
135	ROUTINE_INTER.HELO	1	+6.E-04	100.000
136	''PROGRAM''_MAIN	0	0.	100.000
137	EVENT_ACT.MOVDIS	0	0.	100.000
138	EVENT_ACT.REINF	0	0.	100.000
139	EVENT_AD.ENGAGEMENT	0	0.	100.000
140	EVENT_CHANGE.LITE	0	0.	100.000
141	EVENT_CHANGE.WEATHER	0	0.	100.000
142	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
143	EVENT_END.SIMULATION	0	0.	100.000
144	EVENT_FEBA.SORTIE	0	0.	100.000
145	EVENT_HC.DEPART.BATTLE	0	0.	100.000
146	EVENT_HELO.ENGAGEMENT	0	0.	100.000
147	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
148	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
149	EVENT_POSITION.REPORT	0	0.	100.000
150	EVENT_SEND.TEAM	0	0.	100.000
151	EVENT_SET.DEBUG	0	0.	100.000
152	FUNCTION_AR.PROB.DETECT	0	0.	100.000
153	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
154	FUNCTION_COLLISION	0	0.	100.000
155	FUNCTION_STAY.TIME	0	0.	100.000
156	PROCESS_AC.ATK.TGT	0	0.	100.000
157	PROCESS_AIR.OBSERVER	0	0.	100.000
158	PROCESS_AIRBORNE.RADAR	0	0.	100.000
159	PROCESS_CAS.MISSION	0	0.	100.000
160	PROCESS_FORWARD.OBSERVER	0	0.	100.000
161	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
162	PROCESS_HC.RETURN.FARRP	0	0.	100.000
163	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
164	PROCESS_HELICOPTER.FIRE	0	0.	100.000
165	PROCESS_MINE.ASSESS	0	0.	100.000
166	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
167	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
168	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
169	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
170	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
171	ROUTINE_AD.SHOOT	0	0.	100.000

172	ROUTINE_AMMO.RPT	0	0.	100.000
173	ROUTINE_ANALYSIS.OUTPUT	0	0	100 000
174	ROUTINE_AO.DETECTION	0	0.	100 000
175	ROUTINE_AR.DETECTION	0	0.	100.000
176	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
177	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
178	ROUTINE_BTL.CHECK	0	0.	100.000
179	ROUTINE_BTRY.INPUT	0	0.	100.000
180	ROUTINE_CAT.TU.INPUT	0	0.	100.000
181	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
182	ROUTINE_CREATE.TEAMS	0	0.	100.000
183	ROUTINE_DEAD.UNIT	0	0.	100.000
184	ROUTINE_DECISION.INPUT	0	0.	100.000
185	ROUTINE_DESTROY.ORD	0	0.	100.000
186	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
187	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
188	ROUTINE_END.CAS.MISSION	0	0.	100.000
189	ROUTINE_EQ.TE.INPUT	0	0.	100.000
190	ROUTINE_ERROR.STOP	0	0.	100.000
191	ROUTINE_FARRP.CHECK	0	0.	100.000
192	ROUTINE_FARRP.INPUT	0	0.	100.000
193	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
194	ROUTINE_FBN.FD.INPUT	0	0.	100.000
195	ROUTINE_FEBA.INITIAL	0	0.	100.000
196	ROUTINE_FILE.FD.SCHD	0	0.	100.000
197	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
198	ROUTINE_FIND.START.TIME	0	0.	100.000
199	ROUTINE_FLIGHT.PATH	0	0.	100.000
200	ROUTINE_FORM.TF.LIST	0	0.	100.000
201	ROUTINE_FORPOSITION.OUT	0	0.	100.000
202	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
203	ROUTINE_HC.DISENGAGE	0	0.	100.000
204	ROUTINE_HC.EMPTY	0	0.	100.000
205	ROUTINE_HE.LA.INPUT	0	0.	100.000
206	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
207	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
208	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
209	ROUTINE_ILLUM.INPUT	0	0.	100.000
210	ROUTINE_INIT.REINF	0	0.	100.000
211	ROUTINE_KV.INPUT	0	0.	100.000
212	ROUTINE_KV.PRINT	0	0.	100.000
213	ROUTINE_KV.SCOREBOARD	0	0.	100.000
214	ROUTINE_LINE.CIRCLE	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
244	ROUTINE_RPV.DETECTION	0	0.	100.000
245	ROUTINE_RUL.EN.INPUT	0	0.	100.000
246	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
247	ROUTINE_SENSOR.INPUT	0	0.	100.000
248	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
249	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
250	ROUTINE_SMOKE.INPUT	0	0.	100.000
251	ROUTINE_SNAP.R	0	0.	100.000
252	ROUTINE_SNAP2	0	0.	100.000
253	ROUTINE_ST.INPUT	0	0.	100.000
254	ROUTINE_SUBM.INPUT	0	0.	100.000
255	ROUTINE_SYS.INPUT	0	0.	100.000
256	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
257	ROUTINE_TACAIR.INPUT	0	0.	100.000
258	ROUTINE_TB.INPUT	0	0.	100.000
259	ROUTINE_TBF.INPUT	0	0.	100.000
260	ROUTINE_TR.INPUT	0	0.	100.000
261	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
262	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
263	ROUTINE_UNIT.INPUT	0	0.	100.000
264	ROUTINE_VIS.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 158999

CPU USAGE FOR SIMULATED HOUR 17. = 477.91 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 18. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_RANGE.COMPUTE	57234	16.441	16.441
2 ROUTINE_PK.COMPUTE	55152	15.843	32.285
3 ROUTINE_TIME.TO.DETECT	27616	7.933	40.218
4 ROUTINE_PROX.CHECK	27576	7.922	48.140
5 FUNCTION_ACT.RANGE	26670	7.661	55.801
6 ROUTINE_FRAC.COMPUTE	15000	4.309	60.110
7 ROUTINE_JOHNSON.CRITERIA	14170	4.071	64.180
8 ROUTINE_PROB.INF	14170	4.071	68.251
9 ROUTINE_PROB.TIME	14170	4.071	72.322
10 ROUTINE_SEARCH	14170	4.071	76.392
11 ROUTINE_CONTRAST.TO.FREQ	11632	3.341	79.734
12 ROUTINE_SIZE.ESTIMATE	8621	2.477	82.210
13 ROUTINE_LOCATE.SECTOR	6877	1.976	84.186
14 PROCESS_SHOOT.OUT	4169	1.198	85.383
15 ROUTINE_CHECK.ENGAGEMENT	3520	1.011	86.394
16 ROUTINE_FINAL.COVERAGE	3314	.952	87.346
17 FUNCTION_COMBINATIONS	2605	.748	88.095
18 ROUTINE_MRT.TO.FREQ	2538	.729	88.824
19 ROUTINE_TEMPERATURE.ATTENUATION	2538	.729	89.553
20 ROUTINE_PDB.DETECTION	2185	.628	90.181
21 ROUTINE_NORMAL.F	1807	.519	90.700
22 FUNCTION_EST.RANGE	1644	.472	91.172
23 EVENT_PDB.ACTIVATION	1575	.452	91.624
24 ROUTINE_DEQ.FEBA.SET	1447	.416	92.040
25 ROUTINE_ENQ.FEBA.SET	1447	.416	92.456
26 FUNCTION_HE.WLA	1232	.354	92.810
27 ROUTINE_MIN.MOVE	1177	.338	93.148
28 FUNCTION_FEBA.BAND	1113	.320	93.468
29 ROUTINE_NOISE.DEGRADE	1093	.314	93.782
30 ROUTINE_FO.DETECTION	1020	.293	94.075
31 ROUTINE_EST.COVERAGE	907	.261	94.335
32 ROUTINE_WEIGHTED.VOLLEYS	907	.261	94.596
33 ROUTINE_VOLLEY	873	.251	94.846
34 ROUTINE_CHANGE.LOC	849	.244	95.090
35 ROUTINE_LOS.CHECK	849	.244	95.334
36 ROUTINE_COMPUTE.D	843	.242	95.576
37 EVENT_CFR.ACTIVATION	787	.226	95.802
38 ROUTINE_COMPARE.TRS	735	.211	96.014
39 ROUTINE_TARGET.ANALYSIS	646	.186	96.199
40 ROUTINE_HE.OR.ICM.COMPUTATION	639	.184	96.383
41 ROUTINE_TIME.REQ	638	.183	96.566
42 ROUTINE_OUTPUT.ATTRITION	626	.180	96.746
43 ROUTINE_MARGINAL.EFFECTS.ADJ	584	.168	96.914
44 ROUTINE_WEIBULL.F	574	.165	97.079
45 ROUTINE_DUST.EFFECTS	532	.153	97.231
46 ROUTINE_GET.TERRAIN	509	.146	97.378
47 ROUTINE_CHK.COMP.TR	477	.137	97.515
48 ROUTINE_CHK.FD.TR	476	.137	97.651
49 ROUTINE_FA.BN.ASGN	474	.136	97.787
50 FUNCTION_ICM.WLA	417	.120	97.907
51 ROUTINE_FA.BN.MOVEMENT	360	.103	98.011
52 ROUTINE_BLOCK.LOS	348	.100	98.111
53 PROCESS_TARGET.REPORT	341	.098	98.209

54	ROUTINE_FDC.TR.ENQ	322	.092	98.301
55	ROUTINE_FDC.TR.DEQ	317	.091	98.392
56	ROUTINE_FINISH.COMPUTATION	317	.091	98.483
57	ROUTINE_SEGMENT.ADJUST	307	.088	98.571
58	ROUTINE_BTRY.FM.DEQ	298	.086	98.657
59	PROCESS_FIRE.MISSION	285	.082	98.739
60	ROUTINE_BTRY.FM.ENQ	285	.082	98.821
61	ROUTINE_CFR.DETECTION	282	.081	98.902
62	ROUTINE_REM.EFFECTS.COMPUTATION	271	.078	98.980
63	ROUTINE_ANGLE.COMPUTE	263	.076	99.055
64	ROUTINE_POSITION	236	.068	99.123
65	ROUTINE_NEW.SEGMENT	229	.066	99.189
66	ROUTINE_BTRY.EFFECTS	208	.060	99.249
67	ROUTINE_UNIT.ENVIR	204	.059	99.307
68	EVENT_MOVE	196	.056	99.363
69	ROUTINE_CFR.DEGRADE	164	.047	99.411
70	FUNCTION_EST.TR.RANGE	152	.044	99.454
71	ROUTINE_PROXIMITY.REQ	152	.044	99.498
72	EVENT_CFR.OPERATOR	150	.043	99.541
73	ROUTINE_FD.EFFECTS.REQ	140	.040	99.581
74	ROUTINE_EST.MIL.WORTH	123	.035	99.616
75	EVENT_PDB.OPERATOR	120	.034	99.651
76	PROCESS_ARTY.ASSESS	105	.030	99.681
77	ROUTINE_COPY	98	.028	99.709
78	ROUTINE_CHECK.FOR.MINES	96	.028	99.737
79	EVENT_START.ARTY.MOVEMENT	85	.024	99.761
80	ROUTINE_GAMMA.F	84	.024	99.785
81	EVENT_ARTY.OCCUPATION	72	.021	99.806
82	EVENT_STOP.ARTY.MOVEMENT	68	.020	99.826
83	ROUTINE_CHECK.PROX	54	.016	99.841
84	EVENT_CFR.OFF	45	.013	99.854
85	EVENT_UPDATE.LOC	43	.012	99.866
86	EVENT_CFR.ON	42	.012	99.878
87	ROUTINE_DECIDE	42	.012	99.891
88	ROUTINE_REQUEST.SMOKE	30	.009	99.899
89	EVENT_ENGAGEMENT	27	.008	99.907
90	ROUTINE_PGM.MSN.ASGN	27	.008	99.915
91	ROUTINE_REQUEST.ILLUM	27	.008	99.922
92	ROUTINE_REQUEST.DEF.FASCAM	24	.007	99.929
93	ROUTINE_COMBINE.TRS	18	.005	99.935
94	ROUTINE_PRED.POS	18	.005	99.940
95	ROUTINE_EXPONENTIAL.F	17	.005	99.945
96	PROCESS_HOW.REPAIR	16	.005	99.949
97	ROUTINE_HEADING	13	.004	99.953
98	EVENT_ACT.MOVCOR	11	.003	99.956
99	EVENT_START.MOVE	11	.003	99.959
100	ROUTINE_CREATE.FORCE	10	.003	99.962
101	ROUTINE_UNIT.ASSIGNMENT	10	.003	99.965
102	ROUTINE_SWITCH.FO	9	.003	99.968
103	ROUTINE_CHECK.DEAD	8	.002	99.970
104	ROUTINE_CHECK.FORCE	7	.002	99.972
105	ROUTINE_CHECK.STREN	7	.002	99.974
106	ROUTINE_COMPUTE.WD	6	.002	99.976
107	EVENT_GET.NX.ORD	5	.001	99.977
108	EVENT_START.BATTLE	5	.001	99.978
109	ROUTINE_ADJUST	5	.001	99.980
110	ROUTINE_GENERAL.BATTLE	5	.001	99.981
111	ROUTINE_INITIAL.DETECT	5	.001	99.983
112	ROUTINE_INITIAL.MOVE	5	.001	99.984

113	ROUTINE_INTER.BATTLE	5	.001	99.986
114	ROUTINE_LINE OF.SIGHT	5	.001	99.987
115	ROUTINE_ORIENTATION	5	.001	99.989
116	ROUTINE_EMPTY	4	.001	99.990
117	ROUTINE_INTER.HELO	4	.001	99.991
118	PROCESS_WITH.DRAW	3	+9.E-04	99.992
119	ROUTINE_CHECK.LIST	3	+9.E-04	99.993
120	ROUTINE_PREP.WITHDRAW	3	+9.E-04	99.993
121	ROUTINE_REQUEST.WD.FASCAM	3	+9.E-04	99.994
122	ROUTINE_TERM.CHECK	3	+9.E-04	99.995
123	EVENT_ACT.DEF	2	+6.E-04	99.996
124	EVENT_SCHEDULE.ARTY.MOVEMENT	2	+6.E-04	99.996
125	ROUTINE_DQ.CMSN.QUEUE	2	+6.E-04	99.997
126	ROUTINE_END.MOVE	2	+6.E-04	99.997
127	ROUTINE_PROX.POS	2	+6.E-04	99.998
128	ROUTINE_UNIT.PRIORITY	2	+6.E-04	99.999
129	EVENT_ACT.ATK	1	+3.E-04	99.999
130	EVENT_CHANGE.LITE	1	+3.E-04	99.999
131	EVENT_CHANGE.WEATHER	1	+3.E-04	99.999
132	ROUTINE_PREPARE.LIST	1	+3.E-04	100.000
133	ROUTINE_RESET.FEBA.SECTOR	1	+3.E-04	100.000
134	''PROGRAM''_MAIN	0	0.	100.000
135	EVENT_ACT.MOVDIS	0	0.	100.000
136	EVENT_ACT.REINF	0	0.	100.000
137	EVENT_AD.ENGAGEMENT	0	0.	100.000
138	EVENT_BTL.ENDED	0	0.	100.000
139	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
140	EVENT_END.SIMULATION	0	0.	100.000
141	EVENT_FEBA.SORTIE	0	0.	100.000
142	EVENT_HC.DEPART.BATTLE	0	0.	100.000
143	EVENT_HELO.ENGAGEMENT	0	0.	100.000
144	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
145	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
146	EVENT_POSITION.REPORT	0	0.	100.000
147	EVENT_SEND.TEAM	0	0.	100.000
148	EVENT_SET.DEBUG	0	0.	100.000
149	FUNCTION_AR.PROB.DETECT	0	0.	100.000
150	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
151	FUNCTION_COLLISION	0	0.	100.000
152	FUNCTION_STAY.TIME	0	0.	100.000
153	PROCESS_AC.ATK.TGT	0	0.	100.000
154	PROCESS_AIR.OBSERVER	0	0.	100.000
155	PROCESS_AIRBORNE.RADAR	0	0.	100.000
156	PROCESS_ASSESSMENT	0	0.	100.000
157	PROCESS_CAS.MISSION	0	0.	100.000
158	PROCESS_FORWARD.OBSERVER	0	0.	100.000
159	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
160	PROCESS_HC.RETURN.FARRP	0	0.	100.000
161	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
162	PROCESS_HELICOPTER.FIRE	0	0.	100.000
163	PROCESS_MINE.ASSESS	0	0.	100.000
164	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
165	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
166	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
167	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
168	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
169	ROUTINE_AD.SHOOT	0	0.	100.000
170	ROUTINE_AMMO.RPT	0	0.	100.000
171	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000

172	ROUTINE_AO.DETECTION	0	0.	100.000
173	ROUTINE_AR.DETECTION	0	0.	100.000
174	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
175	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
176	ROUTINE_BTL.CHECK	0	0.	100.000
177	ROUTINE_BTRY.INPUT	0	0.	100.000
178	ROUTINE_CAS.EVAL	0	0.	100.000
179	ROUTINE_CAT.TU.INPUT	0	0.	100.000
180	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
181	ROUTINE_CREATE.TEAMS	0	0.	100.000
182	ROUTINE_DEAD.UNIT	0	0.	100.000
183	ROUTINE_DECISION.INPUT	0	0.	100.000
184	ROUTINE_DESTROY.ORD	0	0.	100.000
185	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
186	ROUTINE_END.CAS.MISSION	0	0.	100.000
187	ROUTINE_EQ.TE.INPUT	0	0.	100.000
188	ROUTINE_ERROR.STOP	0	0.	100.000
189	ROUTINE_FARRP.CHECK	0	0.	100.000
190	ROUTINE_FARRP.INPUT	0	0.	100.000
191	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
192	ROUTINE_FBN.FD.INPUT	0	0.	100.000
193	ROUTINE_FEBA.INITIAL	0	0.	100.000
194	ROUTINE_FILE.FD.SCHD	0	0.	100.000
195	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
196	ROUTINE_FIN.BATTLE	0	0.	100.000
197	ROUTINE_FIND.START.TIME	0	0.	100.000
198	ROUTINE_FLIGHT.PATH	0	0.	100.000
199	ROUTINE_FORM.TF.LIST	0	0.	100.000
200	ROUTINE_FORPOSITION.OUT	0	0.	100.000
201	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
202	ROUTINE_HC.DISENGAGE	0	0.	100.000
203	ROUTINE_HC.EMPTY	0	0.	100.000
204	ROUTINE_HE.LA.INPUT	0	0.	100.000
205	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
206	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
207	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
208	ROUTINE_ILLUM.INPUT	0	0.	100.000
209	ROUTINE_INIT.REINF	0	0.	100.000
210	ROUTINE_KV.INPUT	0	0.	100.000
211	ROUTINE_KV.PRINT	0	0.	100.000
212	ROUTINE_KV.SCOREBOARD	0	0.	100.000
213	ROUTINE_LINE.CIRCLE	0	0.	100.000
214	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
215	ROUTINE_MADS.INPUT	0	0.	100.000
216	ROUTINE_MAIN1	0	0.	100.000
217	ROUTINE_MAIN2	0	0.	100.000
218	ROUTINE_MAIN3	0	0.	100.000
219	ROUTINE_MAO.INPUT	0	0.	100.000
220	ROUTINE_MCFR.INPUT	0	0.	100.000
221	ROUTINE_MFO.INPUT	0	0.	100.000
222	ROUTINE_MINE.DELAY	0	0.	100.000
223	ROUTINE_MINE.EFFECTS	0	0.	100.000
224	ROUTINE_MINE.INPUT	0	0.	100.000
225	ROUTINE_MPDB.INPUT	0	0.	100.000
226	ROUTINE_MUNS.INPUT	0	0.	100.000
227	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
228	ROUTINE_ORD.ATK	0	0.	100.000
229	ROUTINE_ORD.DEF	0	0.	100.000
230	ROUTINE_ORD.MOVCOR	0	0.	100.000

231	ROUTINE_ORD.MOVDIS	0	0.	100.000
232	ROUTINE_ORD.REINF	0	0.	100.000
233	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
234	ROUTINE_P.E.M.INPUT	0	0.	100.000
235	ROUTINE_PGM.INPUT	0	0.	100.000
236	ROUTINE_PIR.DETECTION	0	0.	100.000
237	ROUTINE_PK.INPUT	0	0.	100.000
238	ROUTINE_PLAT.COUNT	0	0.	100.000
239	ROUTINE_READ.ORDERS	0	0.	100.000
240	ROUTINE_REIN.ARRIVE	0	0.	100.000
241	ROUTINE_REPLACE.HC	0	0.	100.000
242	ROUTINE_REQUEST.FASCAM	0	0.	100.000
243	ROUTINE_RPV.DETECTION	0	0.	100.000
244	ROUTINE_RUL.EN.INPUT	0	0.	100.000
245	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
246	ROUTINE_SENSOR.INPUT	0	0.	100.000
247	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
248	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
249	ROUTINE_SMOKE.INPUT	0	0.	100.000
250	ROUTINE_SNAP.R	0	0.	100.000
251	ROUTINE_SNAP2	0	0.	100.000
252	ROUTINE_ST.INPUT	0	0.	100.000
253	ROUTINE_SUBM.INPUT	0	0.	100.000
254	ROUTINE_SYS.INPUT	0	0.	100.000
255	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
256	ROUTINE_TACAIR.INPUT	0	0.	100.000
257	ROUTINE_TB.INPUT	0	0.	100.000
258	ROUTINE_TBF.INPUT	0	0.	100.000
259	ROUTINE_TR.INPUT	0	0.	100.000
260	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
261	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
262	ROUTINE_UNIT.INPUT	0	0.	100.000
263	ROUTINE_VIS.INPUT	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 348109

CPU USAGE FOR SIMULATED HOUR 18. = 762.38 SECONDS

'GE HOURLY INVOCATION REPORT

	U TIME 19. (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1	FUNCTION_ACT.RANGE	14914	15.484	15.484
2	ROUTINE_PK.COMPUTE	14248	14.793	30.277
3	ROUTINE_FRAC.COMPUTE	12832	13.323	43.600
4	ROUTINE_SIZE.ESTIMATE	7629	7.921	51.521
5	ROUTINE_RANGE.COMPUTE	7399	7.682	59.202
6	ROUTINE_PROX.CHECK	7124	7.396	66.599
7	ROUTINE_LOCATE.SECTOR	3043	3.159	69.758
8	ROUTINE_FINAL.COVERAGE	2797	2.904	72.662
9	FUNCTION_COMBINATIONS	2149	2.231	74.893
10	ROUTINE_PDB.DETECTION	1409	1.463	76.356
11	FUNCTION_EST.RANGE	1335	1.386	77.742
12	ROUTINE_FO.DETECTION	1277	1.326	79.068
13	EVENT_PDB.ACTIVATION	1017	1.056	80.124
14	PROCESS_SHOOT.OUT	966	1.003	81.127
15	FUNCTION_FEBA.BAND	865	.898	82.025
16	ROUTINE_NORMAL.F	829	.861	82.886
17	FUNCTION_HE.WLA	752	.781	83.666
18	ROUTINE_NOISE.DEGRADE	706	.733	84.399
19	ROUTINE_COMPARE.TRS	658	.683	85.083
20	ROUTINE_VOLLEY	603	.626	85.709
21	ROUTINE_TIME.REQ	577	.599	86.308
22	ROUTINE_OUTPUT.ATTRITION	565	.587	86.894
23	ROUTINE_TARGET.ANALYSIS	542	.563	87.457
24	ROUTINE_EST.COVERAGE	524	.544	88.001
25	ROUTINE_WEIGHTED.VOLLEYS	524	.544	88.545
26	EVENT_CFR.ACTIVATION	511	.531	89.076
27	ROUTINE_FA.BN.ASGN	433	.450	89.525
28	ROUTINE_HE.OR.ICM.COMPUTATION	432	.449	89.974
29	ROUTINE_CHK.COMP.TR	424	.440	90.414
30	ROUTINE_CHK.FD.TR	424	.440	90.854
31	ROUTINE_GET.TERRAIN	403	.418	91.273
32	ROUTINE_JOHNSON.CRITERIA	403	.418	91.691
33	ROUTINE_PROB.INF	403	.418	92.109
34	ROUTINE_PROB.TIME	403	.418	92.528
35	ROUTINE_SEARCH	403	.418	92.946
36	ROUTINE_MARGINAL.EFFECTS.ADJ	365	.379	93.325
37	ROUTINE_FDC.TR.DEQ	300	.311	93.637
38	ROUTINE_FINISH.COMPUTATION	300	.311	93.948
39	PROCESS_TARGET.REPORT	295	.306	94.254
40	ROUTINE_FDC.TR.ENQ	285	.296	94.550
41	ROUTINE_CONTRAST.TO.FREQ	278	.289	94.839
42	FUNCTION_ICM.WLA	268	.278	95.117
43	ROUTINE_BLOCK.LOS	259	.269	95.386
44	ROUTINE_FA.BN.MOVEMENT	259	.269	95.655
45	ROUTINE_CFR.DETECTION	224	.233	95.888
46	ROUTINE_BTRY.FM.DEQ	222	.230	96.118
47	PROCESS_FIRE.MISSION	205	.213	96.331
48	ROUTINE_BTRY.FM.ENQ	205	.213	96.544
49	ROUTINE_REM.EFFECTS.COMPUTATION	196	.203	96.747
50	ROUTINE_DEQ.FEBA.SET	193	.200	96.948
51	ROUTINE_ENQ.FEBA.SET	193	.200	97.148
52	ROUTINE_TIME.TO.DETECT	175	.182	97.330
53	ROUTINE_BTRY.EFFECTS	159	.165	97.495

54	ROUTINE_UNIT.ENVIR	157	.163	97.658
55	ROUTINE_CFR.DEGRADE	146	.152	97.809
56	EVENT_CFR.OPERATOR	139	.144	97.954
57	ROUTINE_FD.EFFECTS.REQ	136	.141	98.095
58	ROUTINE_MRT.TO.FREQ	125	.130	98.225
59	ROUTINE_TEMPERATURE.ATTENUATION	125	.130	98.354
60	EVENT_PDB.OPERATOR	120	.125	98.479
61	ROUTINE_EST.MIL.WORTH	119	.124	98.603
62	ROUTINE_DUST.EFFECTS	110	.114	98.717
63	FUNCTION_EST.TR.RANGE	108	.112	98.829
64	ROUTINE_PROXIMITY.REQ	108	.112	98.941
65	ROUTINE_GAMMA.F	98	.102	99.043
66	ROUTINE_COPY	96	.100	99.142
67	EVENT_START.ARTY.MOVEMENT	87	.090	99.233
68	ROUTINE_CHECK.FOR.MINES	87	.090	99.323
69	EVENT_ARTY.OCCUPATION	75	.078	99.401
70	EVENT_STOP.ARTY.MOVEMENT	74	.077	99.478
71	ROUTINE_ANGLE.COMPUTE	68	.071	99.548
72	PROCESS_ARTY.ASSESS	63	.065	99.614
73	EVENT_CFR.ON	49	.051	99.665
74	EVENT_CFR.OFF	46	.048	99.712
75	ROUTINE_CHECK.ENGAGEMENT	28	.029	99.741
76	EVENT_UPDATE.LOC	21	.022	99.763
77	ROUTINE_CHECK.PROX	21	.022	99.785
78	ROUTINE_DECIDE	21	.022	99.807
79	ROUTINE_CHECK.FORCE	20	.021	99.828
80	ROUTINE_PGM.MSN.ASGN	20	.021	99.848
81	ROUTINE_WEIBULL.F	17	.018	99.866
82	PROCESS_HOW.REPAIR	10	.010	99.876
83	ROUTINE_COMBINE.TRS	10	.010	99.887
84	ROUTINE_NEW.SEGMENT	8	.008	99.895
85	EVENT_MOVE	7	.007	99.902
86	ROUTINE_CHANGE.LOC	7	.007	99.910
87	ROUTINE_COMPUTE.D	7	.007	99.917
88	ROUTINE_EXPONENTIAL.F	7	.007	99.924
89	ROUTINE_HEADING	7	.007	99.931
90	ROUTINE_LOS.CHECK	7	.007	99.939
91	ROUTINE_MIN.MOVE	7	.007	99.946
92	ROUTINE_SEGMENT.ADJUST	7	.007	99.953
93	EVENT_ENGAGEMENT	4	.004	99.957
94	ROUTINE_POSITION	4	.004	99.962
95	ROUTINE_REQUEST.DEF.FASCAM	4	.004	99.966
96	ROUTINE_REQUEST.ILLUM	4	.004	99.970
97	ROUTINE_REQUEST.SMOKE	4	.004	99.974
98	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.002	99.976
99	ROUTINE_CHECK.DEAD	2	.002	99.978
100	ROUTINE_CREATE.FORCE	2	.002	99.980
101	ROUTINE_SWITCH.FO	2	.002	99.982
102	ROUTINE_UNIT.ASSIGNMENT	2	.002	99.984
103	EVENT_ACT.DEF	1	.001	99.985
104	EVENT_GET.NX.ORD	1	.001	99.987
105	EVENT_START.BATTLE	1	.001	99.988
106	ROUTINE_ADJUST	1	.001	99.989
107	ROUTINE_CHECK.STREN	1	.001	99.990
108	ROUTINE_EMPTY	1	.001	99.991
109	ROUTINE_END.MOVE	1	.001	99.992
110	ROUTINE_GENERAL.BATTLE	1	.001	99.993
111	ROUTINE_INITIAL.DETECT	1	.001	99.994
112	ROUTINE_INITIAL.MOVE	1	.001	99.995

113	ROUTINE_INTER.BATTLE	1		001	99.996
114	ROUTINE_INTER.HELO	1		001	99.997
115	ROUTINE_LINE_OF.SIGHT	1		001	99.998
116	ROUTINE_ORIENTATION	1		001	99.999
117	ROUTINE_PRED.POS	1		001	100.000
118	''PROGRAM''_MAIN	0	0.		100.000
119	EVENT_ACT.ATK	0	0.		100.000
120	EVENT_ACT.MOVCOR	0	0.		100.000
121	EVENT_ACT.MOVDIS	0	0.		100.000
122	EVENT_ACT.REINF	0	0.		100.000
123	EVENT_AD.ENGAGEMENT	0	0.		100.000
124	EVENT_BTL.ENDED	0	0.		100.000
125	EVENT_CHANGE.LITE	0	0.		100.000
126	EVENT_CHANGE.WEATHER	0	0.		100.000
127	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.		100.000
128	EVENT_END.SIMULATION	0	0.		100.000
129	EVENT_FEBA.SORTIE	0	0.		100.000
130	EVENT_HC.DEPART.BATTLE	0	0.		100.000
131	EVENT_HELO.ENGAGEMENT	0	0.		100.000
132	EVENT_INIT.PREPLAN.CAS	0	0.		100.000
133	EVENT_OFF.LINE.ATTRITION	0	0.		100.000
134	EVENT_POSITION.REPORT	0	0.		100.000
135	EVENT_SEND.TEAM	0	0.		100.000
136	EVENT_SET.DEBUG	0	0.		100.000
137	EVENT_START.MOVE	0	0.		100.000
138	FUNCTION_AR.PROB.DETECT	0	0.		100.000
139	FUNCTION_BTRY.AVAILABLE	0	0.		100.000
140	FUNCTION_COLLISION	0	0.		100.000
141	FUNCTION_STAY.TIME	0	0.		100.000
142	PROCESS_AC.ATK.TGT	0	0.		100.000
143	PROCESS_AIR.OBSERVER	0	0.		100.000
144	PROCESS_AIRBORNE.RADAR	0	0.		100.000
145	PROCESS_ASSESSMENT	0	0.		100.000
146	PROCESS_CAS.MISSION	0	0.		100.000
147	PROCESS_FORWARD.OBSERVER	0	0.		100.000
148	PROCESS_HC.ARRIVE.BATTLE	0	0.		100.000
149	PROCESS_HC.RETURN.FARRP	0	0.		100.000
150	PROCESS_HEL.TARGET.ACQUISITION	0	0.		100.000
151	PROCESS_HELICOPTER.FIRE	0	0.		100.000
152	PROCESS_MINE.ASSESS	0	0.		100.000
153	PROCESS_PHOTO.IR.FLIGHT	0	0.		100.000
154	PROCESS_REMOTE.PILOT.VEHICLE	0	0.		100.000
155	PROCESS_WITH.DRAW	0	0.		100.000
156	ROUTINE_AC.BOMB.EFFECTS	0	0.		100.000
157	ROUTINE_AC.DF.EFFECTS	0	0.		100.000
158	ROUTINE_AC.MUNS.INPUT	0	0.		100.000
159	ROUTINE_AD.SHOOT	0	0.		100.000
160	ROUTINE_AMMO.RPT	0	0.		100.000
161	ROUTINE_ANALYSIS.OUTPUT	0	0.		100.000
162	ROUTINE_AO.DETECTION	0	0.		100.000
163	ROUTINE_AR.DETECTION	0	0.		100.000
164	ROUTINE_ATTRIT.SENSOR	0	0.		100.000
165	ROUTINE_BETWEEN.ROUTINE	0	0.		100.000
166	ROUTINE_BTL.CHECK	0	0.		100.000
167	ROUTINE_BTRY.INPUT	0	0.		100.000
168	ROUTINE_CAS.EVAL	0	0.		100.000
169	ROUTINE_CAT.TU.INPUT	0	0.		100.000
170	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.		100.000
171	ROUTINE_CHECK.LIST	0	0.		100.000

172	ROUTINE_COMPUTE.WD	0	0.	100.000
173	ROUTINE_CREATE.TEAMS	0	0.	100.000
174	ROUTINE_DEAD.UNIT	0	0.	100.000
175	ROUTINE_DECISION.INPUT	0	0.	100.000
176	ROUTINE_DESTROY ORD	0	0.	100.000
177	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
178	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
179	ROUTINE_END.CAS.MISSION	0	0.	100.000
180	ROUTINE_EQ.TE.INPUT	0	0.	100.000
181	ROUTINE_ERROR.STOP	0	0.	100.000
182	ROUTINE_FARRP.CHECK	0	0.	100.000
183	ROUTINE_FARRP.INPUT	0	0.	100.000
184	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
185	ROUTINE_FBN.FD.INPUT	0	0.	100.000
186	ROUTINE_FEBA.INITIAL	0	0.	100.000
187	ROUTINE_FILE.FD.SCHD	0	0.	100.000
188	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
189	ROUTINE_FIN.BATTLE	0	0.	100.000
190	ROUTINE_FIND.START.TIME	0	0.	100.000
191	ROUTINE_FLIGHT.PATH	0	0.	100.000
192	ROUTINE_FORM.TF.LIST	0	0.	100.000
193	ROUTINE_FORPOSITION.OUT	0	0.	100.000
194	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
195	ROUTINE_HC.DISENGAGE	0	0.	100.000
196	ROUTINE_HC.EMPTY	0	0.	100.000
197	ROUTINE_HE.LA.INPUT	0	0.	100.000
198	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
199	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
200	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
201	ROUTINE_ILLUM.INPUT	0	0.	100.000
202	ROUTINE_INIT.REINF	0	0.	100.000
203	ROUTINE_KV.INPUT	0	0.	100.000
204	ROUTINE_KV.PRINT	0	0.	100.000
205	ROUTINE_KV.SCOREBOARD	0	0.	100.000
206	ROUTINE_LINE.CIRCLE	0	0.	100.000
207	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
208	ROUTINE_MADS.INPUT	0	0.	100.000
209	ROUTINE_MAIN1	0	0.	100.000
210	ROUTINE_MAIN2	0	0.	100.000
211	ROUTINE_MAIN3	0	0.	100.000
212	ROUTINE_MAO.INPUT	0	0.	100.000
213	ROUTINE_MCFR.INPUT	0	0.	100.000
214	ROUTINE_MFO.INPUT	0	0.	100.000
215	ROUTINE_MINE.DELAY	0	0.	100.000
216	ROUTINE_MINE.EFFECTS	0	0.	100.000
217	ROUTINE_MINE.INPUT	0	0.	100.000
218	ROUTINE_MPDB.INPUT	0	0.	100.000
219	ROUTINE_MUNS.INPUT	0	0.	100.000
220	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
221	ROUTINE_ORD.ATK	0	0.	100.000
222	ROUTINE_ORD.DEF	0	0.	100.000
223	ROUTINE_ORD.MOVCOR	0	0.	100.000
224	ROUTINE_ORD.MOVDIS	0	0.	100.000
225	ROUTINE_ORD.REINF	0	0.	100.000
226	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
227	ROUTINE_P.E.M.INPUT	0	0.	100.000
228	ROUTINE_PGM.INPUT	0	0.	100.000
229	ROUTINE_PIR.DETECTION	0	0.	100.000
230	ROUTINE_PK.INPUT	0	0.	100.000

231	ROUTINE_PLAT.COUNT	0	0	100.000
232	ROUTINE_PREP.WITHDRAW	0	0	100.000
233	ROUTINE_PREPARE.LIST	0	0.	100.000
234	ROUTINE_PROX.POS	0	0.	100.000
235	ROUTINE_READ.ORDERS	0	0.	100.000
236	ROUTINE_REIN.ARRIVE	0	0.	100.000
237	ROUTINE_REPLACE.HC	0	0.	100.000
238	ROUTINE_REQUEST.FASCAM	0	0.	100.000
239	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
240	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
241	ROUTINE_RPV.DETECTION	0	0.	100.000
242	ROUTINE_RUL.EN.INPUT	0	0.	100.000
243	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
244	ROUTINE_SENSOR.INPUT	0	0.	100.000
245	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
246	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
247	ROUTINE_SMOKE.INPUT	0	0.	100.000
248	ROUTINE_SNAP.R	0	0.	100.000
249	ROUTINE_SNAP2	0	0.	100.000
250	ROUTINE_ST.INPUT	0	0.	100.000
251	ROUTINE_SUBM.INPUT	0	0.	100.000
252	ROUTINE_SYS.INPUT	0	0.	100.000
253	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
254	ROUTINE_TACAIR.INPUT	0	0.	100.000
255	ROUTINE_TB.INPUT	0	0.	100.000
256	ROUTINE_TBF.INPUT	0	0.	100.000
257	ROUTINE_TERM.CHECK	0	0.	100.000
258	ROUTINE_TR.INPUT	0	0.	100.000
259	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
260	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
261	ROUTINE_UNIT.INPUT	0	0.	100.000
262	ROUTINE_UNIT.PRIORITY	0	0.	100.000
263	ROUTINE_VIS.INPUT	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 96317

CPU USAGE FOR SIMULATED HOUR 19. = 345.93 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 20 TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	13216	24.426	24.426
2 ROUTINE_FRAC.COMPUTE	10604	19.599	44.025
3 ROUTINE_SIZE.ESTIMATE	5884	10.875	54.900
4 ROUTINE_FINAL.COVERAGE	2419	4.471	59.370
5 ROUTINE_LOCATE.SECTOR	2263	4.183	63.553
6 FUNCTION_COMBINATIONS	1640	3.031	66.584
7 ROUTINE_PDB.DETECTION	1380	2.551	69.135
8 ROUTINE_FO.DETECTION	1324	2.447	71.582
9 FUNCTION_EST.RANGE	1004	1.856	73.437
10 EVENT_PDB.ACTIVATION	872	1.612	75.049
11 PROCESS_SHOOT.OUT	782	1.445	76.494
12 FUNCTION_FEBA.BAND	708	1.309	77.803
13 ROUTINE_NOISE.DEGRADE	688	1.272	79.074
14 FUNCTION_HE.WLA	597	1.103	80.178
15 ROUTINE_NORMAL.F	564	1.042	81.220
16 ROUTINE_VOLLEY	558	1.031	82.252
17 ROUTINE_COMPARE.TRS	537	.992	83.244
18 ROUTINE_OUTPUT.ATTRITION	480	.887	84.131
19 ROUTINE_TIME.REQ	473	.874	85.005
20 ROUTINE_TARGET.ANALYSIS	454	.839	85.844
21 EVENT_CFR.ACTIVATION	434	.802	86.647
22 ROUTINE_EST.COVERAGE	405	.749	87.395
23 ROUTINE_WEIGHTED.VOLLEYS	405	.749	88.144
24 ROUTINE_FA.BN.ASGN	373	.689	88.833
25 ROUTINE_CHK.COMP.TR	371	.686	89.519
26 ROUTINE_CHK.FD.TR	371	.686	90.204
27 ROUTINE_HE.OR.ICM.COMPUTATION	335	.619	90.824
28 ROUTINE_GET.TERRAIN	309	.571	91.395
29 ROUTINE_MARGINAL.EFFECTS.ADJ	279	.516	91.910
30 PROCESS_TARGET.REPORT	254	.469	92.380
31 ROUTINE_FDC.TR.DEQ	253	.468	92.847
32 ROUTINE_FINISH.COMPUTATION	253	.468	93.315
33 ROUTINE_FDC.TR.ENQ	247	.457	93.771
34 ROUTINE_CFR.DETECTION	218	.403	94.174
35 ROUTINE_FA.BN.MOVEMENT	207	.383	94.557
36 FUNCTION_ICM.WLA	200	.370	94.927
37 PROCESS_FIRE.MISSION	182	.336	95.263
38 ROUTINE_BTRY.FM.ENQ	182	.336	95.599
39 ROUTINE_BTRY.FM.DEQ	178	.329	95.928
40 ROUTINE_REM.EFFECTS.COMPUTATION	178	.329	96.257
41 ROUTINE_BTRY.EFFECTS	134	.248	96.505
42 ROUTINE_DEQ.FEBA.SET	131	.242	96.747
43 ROUTINE_ENQ.FEBA.SET	131	.242	96.989
44 ROUTINE_UNIT.ENVIR	129	.238	97.228
45 ROUTINE_CFR.DEGRADE	121	.224	97.451
46 EVENT_PDB.OPERATOR	120	.222	97.673
47 ROUTINE_FD.EFFECTS.REQ	120	.222	97.895
48 EVENT_CFR.OPERATOR	116	.214	98.109
49 ROUTINE_EST.MIL.WORTH	110	.203	98.313
50 ROUTINE_GAMMA.F	94	.174	98.486
51 ROUTINE_COPY	80	.148	98.634
52 EVENT_STOP.ARTY.MOVEMENT	73	.135	98.769
53 EVENT_ARTY.OCCUPATION	72	.133	98.902

54	FUNCTION_EST.TR.RANGE	61	.113	99.015
55	ROUTINE_PROXIMITY.REQ	61	.113	99.128
56	PROCESS_ARTY.ASSESS	55	.102	99.229
57	EVENT_CFR.OFF	49	.091	99.320
58	EVENT_CFR.ON	47	.087	99.407
59	EVENT_START.ARTY.MOVEMENT	46	.085	99.492
60	ROUTINE_CHECK.FOR.MINES	46	.085	99.577
61	ROUTINE_DECIDE	29	.054	99.630
62	ROUTINE_DUST.EFFECTS	20	.037	99.667
63	ROUTINE_RANGE.COMPUTE	17	.031	99.699
64	ROUTINE_CHECK.FORCE	15	.028	99.726
65	PROCESS_HOW.REPAIR	14	.026	99.752
66	EVENT_UPDATE.LOC	13	.024	99.776
67	ROUTINE_CHECK.PROX	13	.024	99.800
68	ROUTINE_EXPONENTIAL.F	13	.024	99.824
69	ROUTINE_PGM.MSN.ASGN	13	.024	99.848
70	ROUTINE_TIME.TO.DETECT	13	.024	99.872
71	ROUTINE_BLOCK.LOS	7	.013	99.885
72	ROUTINE_COMBINE.TRS	6	.011	99.896
73	ROUTINE_JOHNSON.CRITERIA	6	.011	99.908
74	ROUTINE_PROB.INF	6	.011	99.919
75	ROUTINE_PROB.TIME	6	.011	99.930
76	ROUTINE_SEARCH	6	.011	99.941
77	ROUTINE_CONTRAST.TO.FREQ	5	.009	99.950
78	ROUTINE_CHECK.ENGAGEMENT	4	.007	99.957
79	ROUTINE_WEIBULL.F	3	.006	99.963
80	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.004	99.967
81	ROUTINE_COMPUTE.WD	2	.004	99.970
82	ROUTINE_HEADING	2	.004	99.974
83	EVENT_CHANGE.WEATHER	1	.002	99.976
84	EVENT_MOVE	1	.002	99.978
85	PROCESS_WITH.DRAW	1	.002	99.980
86	ROUTINE_CHANGE.LOC	1	.002	99.982
87	ROUTINE_DQ.CMSN.QUEUE	1	.002	99.983
88	ROUTINE_LOS.CHECK	1	.002	99.985
89	ROUTINE_MIN.MOVE	1	.002	99.987
90	ROUTINE_MRT.TO.FREQ	1	.002	99.989
91	ROUTINE_PREP.WITHDRAW	1	.002	99.991
92	ROUTINE_REQUEST.SMOKE	1	.002	99.993
93	ROUTINE_REQUEST.WD.FASCAM	1	.002	99.994
94	ROUTINE_SEGMENT.ADJUST	1	.002	99.996
95	ROUTINE_TEMPERATURE.ATTENUATION	1	.002	99.998
96	ROUTINE_TERM.CHECK	1	.002	100.000
97	''PROGRAM''_MAIN	0	0.	100.000
98	EVENT_ACT.ATK	0	0.	100.000
99	EVENT_ACT.DEF	0	0.	100.000
100	EVENT_ACT.MOVCOR	0	0.	100.000
101	EVENT_ACT.MOVDIS	0	0.	100.000
102	EVENT_ACT.REINF	0	0.	100.000
103	EVENT_AD.ENGAGEMENT	0	0.	100.000
104	EVENT_BTL.ENDED	0	0.	100.000
105	EVENT_CHANGE.LITE	0	0.	100.000
106	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
107	EVENT_END.SIMULATION	0	0.	100.000
108	EVENT_ENGAGEMENT	0	0.	100.000
109	EVENT_FEBA.SORTIE	0	0.	100.000
110	EVENT_GET.NX.ORD	0	0.	100.000
111	EVENT_HC.DEPART.BATTLE	0	0.	100.000
112	EVENT_HELO.ENGAGEMENT	0	0.	100.000

113	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
114	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
115	EVENT_POSITION.REPORT	0	0.	100.000
116	EVENT_SEND.TEAM	0	0.	100.000
117	EVENT_SET.DEBUG	0	0.	100.000
118	EVENT_START.BATTLE	0	0.	100.000
119	EVENT_START.MOVE	0	0.	100.000
120	FUNCTION_AR.PROB.DETECT	0	0.	100.000
121	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
122	FUNCTION_COLLISION	0	0.	100.000
123	FUNCTION_STAY.TIME	0	0.	100.000
124	PROCESS_AC.ATK.TGT	0	0.	100.000
125	PROCESS_AIR.OBSERVER	0	0.	100.000
126	PROCESS_AIRBORNE.RADAR	0	0.	100.000
127	PROCESS_ASSESSMENT	0	0.	100.000
128	PROCESS_CAS.MISSION	0	0.	100.000
129	PROCESS_FORWARD.OBSERVER	0	0.	100.000
130	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
131	PROCESS_HC.RETURN.FARRP	0	0.	100.000
132	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
133	PROCESS_HELICOPTER.FIRE	0	0.	100.000
134	PROCESS_MINE.ASSESS	0	0.	100.000
135	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
136	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
137	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
138	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
139	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
140	ROUTINE_AD.SHOOT	0	0.	100.000
141	ROUTINE_ADJUST	0	0.	100.000
142	ROUTINE_AMMO.RPT	0	0.	100.000
143	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
144	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
145	ROUTINE_AO.DETECTION	0	0.	100.000
146	ROUTINE_AR.DETECTION	0	0.	100.000
147	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
148	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
149	ROUTINE_BTL.CHECK	0	0.	100.000
150	ROUTINE_BTRY.INPUT	0	0.	100.000
151	ROUTINE_CAS.EVAL	0	0.	100.000
152	ROUTINE_CAT.TU.INPUT	0	0.	100.000
153	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
154	ROUTINE_CHECK.DEAD	0	0.	100.000
155	ROUTINE_CHECK.LIST	0	0.	100.000
156	ROUTINE_CHECK.STREN	0	0.	100.000
157	ROUTINE_COMPUTE.D	0	0.	100.000
158	ROUTINE_CREATE.FORCE	0	0.	100.000
159	ROUTINE_CREATE.TEAMS	0	0.	100.000
160	ROUTINE_DEAD.UNIT	0	0.	100.000
161	ROUTINE_DECISION.INPUT	0	0.	100.000
162	ROUTINE_DESTROY.ORD	0	0.	100.000
163	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
164	ROUTINE_EMPTY	0	0.	100.000
165	ROUTINE_END.CAS.MISSION	0	0.	100.000
166	ROUTINE_END.MOVE	0	0.	100.000
167	ROUTINE_EQ.TE.INPUT	0	0.	100.000
168	ROUTINE_ERROR.STOP	0	0.	100.000
169	ROUTINE_FARRP.CHECK	0	0.	100.000
170	ROUTINE_FARRP.INPUT	0	0.	100.000
171	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000

172	ROUTINE_FBN.FD.INPUT	0	0.	100.000
173	ROUTINE_FEBA.INITIAL	0	0.	100.000
174	ROUTINE_FILE.FD.SCHD	0	0.	100.000
175	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
176	ROUTINE_FIN.BATTLE	0	0.	100.000
177	ROUTINE_FIND.START.TIME	0	0.	100.000
178	ROUTINE_FLIGHT.PATH	0	0.	100.000
179	ROUTINE_FORM.TF.LIST	0	0.	100.000
180	ROUTINE_FORPOSITION.OUT	0	0.	100.000
181	ROUTINE_GENERAL.BATTLE	0	0.	100.000
182	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
183	ROUTINE_HC.DISENGAGE	0	0.	100.000
184	ROUTINE_HC.EMPTY	0	0.	100.000
185	ROUTINE_HE.LA.INPUT	0	0.	100.000
186	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
187	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
188	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
189	ROUTINE_ILLUM.INPUT	0	0.	100.000
190	ROUTINE_INIT.REINF	0	0.	100.000
191	ROUTINE_INITIAL.DETECT	0	0.	100.000
192	ROUTINE_INITIAL.MOVE	0	0.	100.000
193	ROUTINE_INTER.BATTLE	0	0.	100.000
194	ROUTINE_INTER.HELO	0	0.	100.000
195	ROUTINE_KV.INPUT	0	0.	100.000
196	ROUTINE_KV.PRINT	0	0.	100.000
197	ROUTINE_KV.SCOREBOARD	0	0.	100.000
198	ROUTINE_LINE.CIRCLE	0	0.	100.000
199	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
200	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
201	ROUTINE_MADS.INPUT	0	0.	100.000
202	ROUTINE_MAIN1	0	0.	100.000
203	ROUTINE_MAIN2	0	0.	100.000
204	ROUTINE_MAIN3	0	0.	100.000
205	ROUTINE_MAO.INPUT	0	0.	100.000
206	ROUTINE_MCFR.INPUT	0	0.	100.000
207	ROUTINE_MFO.INPUT	0	0.	100.000
208	ROUTINE_MINE.DELAY	0	0.	100.000
209	ROUTINE_MINE.EFFECTS	0	0.	100.000
210	ROUTINE_MINE.INPUT	0	0.	100.000
211	ROUTINE_MPDB.INPUT	0	0.	100.000
212	ROUTINE_MUNS.INPUT	0	0.	100.000
213	ROUTINE_NEW.SEGMENT	0	0.	100.000
214	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
215	ROUTINE_ORD.ATK	0	0.	100.000
216	ROUTINE_ORD.DEF	0	0.	100.000
217	ROUTINE_ORD.MOVCOR	0	0.	100.000
218	ROUTINE_ORD.MOVDIS	0	0.	100.000
219	ROUTINE_ORD.REINF	0	0.	100.000
220	ROUTINE_ORIENTATION	0	0.	100.000
221	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
222	ROUTINE_P.E.M.INPUT	0	0.	100.000
223	ROUTINE_PGM.INPUT	0	0.	100.000
224	ROUTINE_PIR.DETECTION	0	0.	100.000
225	ROUTINE_PK.COMPUTE	0	0.	100.000
226	ROUTINE_PK.INPUT	0	0.	100.000
227	ROUTINE_PLAT.COUNT	0	0.	100.000
228	ROUTINE_POSITION	0	0.	100.000
229	ROUTINE_PRED.POS	0	0.	100.000
230	ROUTINE_PREPARE.LIST	0	0.	100.000

231	ROUTINE_PROX.CHECK	0	0.	100.000
232	ROUTINE_PROX.POS	0	0.	100.000
233	ROUTINE_READ.ORDEPS	0	0.	100.000
234	ROUTINE_REIN.ARRIVE	0	0	100.000
235	ROUTINE_REPLACE.HC	0	0.	100.000
236	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
237	ROUTINE_REQUEST.FASCAM	0	0.	100.000
238	ROUTINE_REQUEST.ILLUM	0	0.	100.000
239	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
240	ROUTINE_RPV.DETECTION	0	0.	100.000
241	ROUTINE_RUL.EN.INPUT	0	0.	100.000
242	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
243	ROUTINE_SENSOR.INPUT	0	0.	100.000
244	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
245	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
246	ROUTINE_SMOKE.INPUT	0	0.	100.000
247	ROUTINE_SNAP.R	0	0.	100.000
248	ROUTINE_SNAP2	0	0.	100.000
249	ROUTINE_ST.INPUT	0	0.	100.000
250	ROUTINE_SUBM.INPUT	0	0.	100.000
251	ROUTINE_SWITCH.FO	0	0.	100.000
252	ROUTINE_SYS.INPUT	0	0.	100.000
253	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
254	ROUTINE_TACAIR.INPUT	0	0.	100.000
255	ROUTINE_TB.INPUT	0	0.	100.000
256	ROUTINE_TBF.INPUT	0	0.	100.000
257	ROUTINE_TR.INPUT	0	0.	100.000
258	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
259	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
260	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
261	ROUTINE_UNIT.INPUT	0	0.	100.000
262	ROUTINE_UNIT.PRIORITY	0	0.	100.000
263	ROUTINE_VIS.INPUT	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 54106

CPU USAGE FOR SIMULATED HOUR 20. = 242.30 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 21. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 ROUTINE_FRAC.COMPUTE	12448	22.374	22.374
2 FUNCTION_ACT.RANGE	11972	21.519	43.893
3 ROUTINE_SIZE.ESTIMATE	5337	9.593	53.486
4 ROUTINE_LOCATE.SECTOR	2924	5.256	58.742
5 ROUTINE_FINAL.COVERAGE	2767	4.973	63.715
6 ROUTINE_PDB.DETECTION	1384	2.488	66.203
7 FUNCTION_COMBINATIONS	1369	2.461	68.664
8 ROUTINE_FO.DETECTION	1355	2.436	71.099
9 FUNCTION_EST.RANGE	1102	1.981	73.080
10 EVENT_PDB.ACTIVATION	915	1.645	74.725
11 FUNCTION_FEBA.BAND	795	1.429	76.154
12 FUNCTION_HE.WLA	745	1.339	77.493
13 ROUTINE_NOISE.DEGRADE	695	1.249	78.742
14 ROUTINE_VOLLEY	662	1.190	79.932
15 ROUTINE_OUTPUT.ATTRITION	621	1.116	81.048
16 ROUTINE_NORMAL.F	542	.974	82.022
17 ROUTINE_EST.COVERAGE	500	.899	82.921
18 ROUTINE_WEIGHTED.VOLLEYS	500	.899	83.820
19 ROUTINE_COMPARE.TRS	469	.843	84.663
20 EVENT_CFR.ACTIVATION	458	.823	85.486
21 ROUTINE_HE.OR.ICM.COMPUTATION	442	.794	86.280
22 PROCESS_SHOOT.OUT	433	.778	87.059
23 ROUTINE_TIME.REQ	428	.769	87.828
24 ROUTINE_TARGET.ANALYSIS	412	.741	88.568
25 ROUTINE_GET.TERRAIN	385	.692	89.260
26 ROUTINE_FA.BN.ASGN	353	.634	89.895
27 ROUTINE_CHK.COMP.TR	340	.611	90.506
28 ROUTINE_CHK.FD.TR	340	.611	91.117
29 ROUTINE_MARGINAL.EFFECTS.ADJ	322	.579	91.696
30 ROUTINE_FA.BN.MOVEMENT	274	.492	92.188
31 FUNCTION_ICM.WLA	272	.489	92.677
32 ROUTINE_FDC.TR.DEQ	245	.440	93.118
33 ROUTINE_FINISH.COMPUTATION	245	.440	93.558
34 PROCESS_FIRE.MISSION	243	.437	93.995
35 ROUTINE_BTRY.FM.ENQ	243	.437	94.432
36 ROUTINE_REM.EFFECTS.COMPUTATION	240	.431	94.863
37 ROUTINE_BTRY.FM.DEQ	235	.422	95.285
38 PROCESS_TARGET.REPORT	232	.417	95.702
39 ROUTINE_FDC.TR.ENQ	227	.408	96.110
40 ROUTINE_CFR.DETECTION	186	.334	96.445
41 ROUTINE_BTRY.EFFECTS	173	.311	96.756
42 ROUTINE_UNIT.ENVIR	167	.300	97.056
43 EVENT_PDB.OPERATOR	120	.216	97.272
44 ROUTINE_FD.EFFECTS.REQ	108	.194	97.466
45 ROUTINE_CFR.DEGRADE	99	.178	97.644
46 ROUTINE_EST.MIL.WORTH	97	.174	97.818
47 EVENT_CFR.OPERATOR	96	.173	97.990
48 ROUTINE_GAMMA.F	90	.162	98.152
49 ROUTINE_RANGE.COMPUTE	83	.149	98.301
50 ROUTINE_COPY	74	.133	98.434
51 ROUTINE_TIME.TO.DETECT	72	.129	98.564
52 PROCESS_ARTY.ASSESS	65	.117	98.681
53 EVENT_STOP.ARTY.MOVEMENT	51	.092	98.772

54	FUNCTION_EST.TR.RANGE	51	.092	98.864
55	ROUTINE_PROXIMITY.REQ	51	.092	98.956
56	EVENT_ARTY.OCCUPATION	50	.090	99.046
57	EVENT_CFR.ON	45	.081	99.126
58	EVENT_START.ARTY.MOVEMENT	45	.081	99.207
59	ROUTINE_CHECK.FOR.MINES	45	.081	99.288
60	EVENT_CFR.OFF	43	.077	99.366
61	ROUTINE_JOHNSON.CRITERIA	33	.059	99.425
62	ROUTINE_PROB.INF	33	.059	99.484
63	ROUTINE_PROB.TIME	33	.059	99.543
64	ROUTINE_SEARCH	33	.059	99.603
65	ROUTINE_DEQ.FEBA.SET	29	.052	99.655
66	ROUTINE_ENQ.FEBA.SET	29	.052	99.707
67	ROUTINE_CONTRAST.TO.FREQ	26	.047	99.754
68	ROUTINE_CHECK.ENGAGEMENT	20	.036	99.790
69	ROUTINE_EXPONENTIAL.F	12	.022	99.811
70	ROUTINE_PGM.MSN.ASGN	12	.022	99.833
71	PROCESS_HOW.REPAIR	8	.014	99.847
72	ROUTINE_DECIDE	8	.014	99.862
73	ROUTINE_MRT.TO.FREQ	7	.013	99.874
74	ROUTINE_TEMPERATURE.ATTENUATION	7	.013	99.887
75	ROUTINE_WEIBULL.F	7	.013	99.899
76	EVENT_MOVE	5	.009	99.908
77	ROUTINE_CHANGE.LOC	5	.009	99.917
78	ROUTINE_COMPUTE.WD	5	.009	99.926
79	ROUTINE_LOS.CHECK	5	.009	99.935
80	ROUTINE_MIN.MOVE	5	.009	99.944
81	ROUTINE_COMBINE.TRS	4	.007	99.951
82	ROUTINE_NEW.SEGMENT	4	.007	99.959
83	ROUTINE_POSITION	4	.007	99.966
84	ROUTINE_SEGMENT.ADJUST	4	.007	99.973
85	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.004	99.977
86	ROUTINE_HEADING	2	.004	99.980
87	EVENT_ACT.DEF	1	.002	99.982
88	EVENT_GET.NX.ORD	1	.002	99.984
89	EVENT_UPDATE.LOC	1	.002	99.986
90	PROCESS_WITH.DRAW	1	.002	99.987
91	ROUTINE_CHECK.FORCE	1	.002	99.989
92	ROUTINE_CHECK.PROX	1	.002	99.991
93	ROUTINE_END.MOVE	1	.002	99.993
94	ROUTINE_PREP.WITHDRAW	1	.002	99.995
95	ROUTINE_REQUEST.SMOKE	1	.002	99.996
96	ROUTINE_REQUEST.WD.FASCAM	1	.002	99.998
97	ROUTINE_TERM.CHECK	1	.002	100.000
98	''PROGRAM''_MAIN	0	0.	100.000
99	EVENT_ACT.ATK	0	0.	100.000
100	EVENT_ACT.MOVCOR	0	0.	100.000
101	EVENT_ACT.MOVDIS	0	0.	100.000
102	EVENT_ACT.REINF	0	0.	100.000
103	EVENT_AD.ENGAGEMENT	0	0.	100.000
104	EVENT_BTL.ENDED	0	0.	100.000
105	EVENT_CHANGE.LITE	0	0.	100.000
106	EVENT_CHANGE.WEATHER	0	0.	100.000
107	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
108	EVENT_END.SIMULATION	0	0.	100.000
109	EVENT_ENGAGEMENT	0	0.	100.000
110	EVENT_FEBA.SORTIE	0	0.	100.000
111	EVENT_HC.DEPART.BATTLE	0	0.	100.000
112	EVENT_HELO.ENGAGEMENT	0	0.	100.000

113	EVENT_INIT.PREPLAN.CAS	0	0	100.000
114	EVENT_OFF.LINE ATTRITION	0	0.	100.000
115	EVENT_POSITION REPORT	0	0	100.000
116	EVENT_SEND.TEAM	0	0.	100.000
117	EVENT_SET.DEBUG	0	0.	100.000
118	EVENT_START.BATTLE	0	0.	100.000
119	EVENT_START.MOVE	0	0.	100.000
120	FUNCTION_AR.PROB.DETECT	0	0.	100.000
121	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
122	FUNCTION_COLLISION	0	0.	100.000
123	FUNCTION_STAY.TIME	0	0.	100.000
124	PROCESS_AC.ATK.TGT	0	0.	100.000
125	PROCESS_AIR.OBSERVER	0	0.	100.000
126	PROCESS_AIRBORNE.RADAR	0	0.	100.000
127	PROCESS_ASSESSMENT	0	0.	100.000
128	PROCESS_CAS.MISSION	0	0.	100.000
129	PROCESS_FORWARD.OBSERVER	0	0.	100.000
130	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
131	PROCESS_HC.RETURN.FARRP	0	0.	100.000
132	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
133	PROCESS_HELICOPTER.FIRE	0	0.	100.000
134	PROCESS_MINE.ASSESS	0	0.	100.000
135	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
136	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
137	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
138	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
139	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
140	ROUTINE_AD.SHOOT	0	0.	100.000
141	ROUTINE_ADJUST	0	0.	100.000
142	ROUTINE_AMMO.RPT	0	0.	100.000
143	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
144	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
145	ROUTINE_AO.DETECTION	0	0.	100.000
146	ROUTINE_AR.DETECTION	0	0.	100.000
147	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
148	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
149	ROUTINE_BLOCK.LOS	0	0.	100.000
150	ROUTINE_BTL.CHECK	0	0.	100.000
151	ROUTINE_BTRY.INPUT	0	0.	100.000
152	ROUTINE_CAS.EVAL	0	0.	100.000
153	ROUTINE_CAT.TU.INPUT	0	0.	100.000
154	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
155	ROUTINE_CHECK.DEAD	0	0.	100.000
156	ROUTINE_CHECK.LIST	0	0.	100.000
157	ROUTINE_CHECK.STREN	0	0.	100.000
158	ROUTINE_COMPUTE.D	0	0.	100.000
159	ROUTINE_CREATE.FORCE	0	0.	100.000
160	ROUTINE_CREATE.TEAMS	0	0.	100.000
161	ROUTINE_DEAD.UNIT	0	0.	100.000
162	ROUTINE_DECISION.INPUT	0	0.	100.000
163	ROUTINE_DESTROY.ORD	0	0.	100.000
164	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
165	ROUTINE_DUST.EFFECTS	0	0.	100.000
166	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
167	ROUTINE_EMPTY	0	0.	100.000
168	ROUTINE_END.CAS.MISSION	0	0.	100.000
169	ROUTINE_EQ.TE.INPUT	0	0.	100.000
170	ROUTINE_ERROR.STOP	0	0.	100.000
171	ROUTINE_FARRP.CHECK	0	0.	100.000

172	ROUTINE_FARRP.INPUT	0	0.	100.000
173	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
174	ROUTINE_FBN.FD.INPUT	0	0.	100.000
175	ROUTINE_FEBA.INITIAL	0	0.	100.000
176	ROUTINE_FILE.FD.SCHD	0	0.	100.000
177	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
178	ROUTINE_FIN.BATTLE	0	0.	100.000
179	ROUTINE_FIND.START.TIME	0	0.	100.000
180	ROUTINE_FLIGHT.PATH	0	0.	100.000
181	ROUTINE_FORM.TF.LIST	0	0.	100.000
182	ROUTINE_FORPOSITION.OUT	0	0.	100.000
183	ROUTINE_GENERAL.BATTLE	0	0.	100.000
184	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
185	ROUTINE_HC.DISENGAGE	0	0.	100.000
186	ROUTINE_HC.EMPTY	0	0.	100.000
187	ROUTINE_HE.LA.INPUT	0	0.	100.000
188	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
189	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
190	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
191	ROUTINE_ILLUM.INPUT	0	0.	100.000
192	ROUTINE_INIT.REINF	0	0.	100.000
193	ROUTINE_INITIAL.DETECT	0	0.	100.000
194	ROUTINE_INITIAL.MOVE	0	0.	100.000
195	ROUTINE_INTER.BATTLE	0	0.	100.000
196	ROUTINE_INTER.HELO	0	0.	100.000
197	ROUTINE_KV.INPUT	0	0.	100.000
198	ROUTINE_KV.PRINT	0	0.	100.000
199	ROUTINE_KV.SCOREBOARD	0	0.	100.000
200	ROUTINE_LINE.CIRCLE	0	0.	100.000
201	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
202	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
203	ROUTINE_MADS.INPUT	0	0.	100.000
204	ROUTINE_MAIN1	0	0.	100.000
205	ROUTINE_MAIN2	0	0.	100.000
206	ROUTINE_MAIN3	0	0.	100.000
207	ROUTINE_MAG.INPUT	0	0.	100.000
208	ROUTINE_MCFR.INPUT	0	0.	100.000
209	ROUTINE_MFO.INPUT	0	0.	100.000
210	ROUTINE_MINE.DELAY	0	0.	100.000
211	ROUTINE_MINE.EFFECTS	0	0.	100.000
212	ROUTINE_MINE.INPUT	0	0.	100.000
213	ROUTINE_MPDB.INPUT	0	0.	100.000
214	ROUTINE_MUNS.INPUT	0	0.	100.000
215	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
216	ROUTINE_ORD.ATK	0	0.	100.000
217	ROUTINE_ORD.DEF	0	0.	100.000
218	ROUTINE_ORD.MOVCOR	0	0.	100.000
219	ROUTINE_ORD.MOVDIS	0	0.	100.000
220	ROUTINE_ORD.REINF	0	0.	100.000
221	ROUTINE_ORIENTATION	0	0.	100.000
222	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
223	ROUTINE_P.E.M.INPUT	0	0.	100.000
224	ROUTINE_PGM.INPUT	0	0.	100.000
225	ROUTINE_PIR.DETECTION	0	0.	100.000
226	ROUTINE_PK.COMPUTE	0	0.	100.000
227	ROUTINE_PK.INPUT	0	0.	100.000
228	ROUTINE_PLAT.COUNT	0	0.	100.000
229	ROUTINE_PRED.POS	0	0.	100.000
230	ROUTINE_PREPARE.LIST	0	0.	100.000

231	ROUTINE_PROX.CHECK	0	0.	100.000
232	ROUTINE_PROX.POS	0	0.	100.000
233	ROUTINE_READ.ORDERS	0	0	100.000
234	ROUTINE_REIN.ARRIVE	0	0	100.000
235	ROUTINE_REPLACE.HC	0	0.	100.000
236	ROUTINE_REQUEST.DEF.FASCAM	0	0	100.000
237	ROUTINE_REQUEST.FASCAM	0	0.	100.000
238	ROUTINE_REQUEST.ILLUM	0	0.	100.000
239	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
240	ROUTINE_RPV.DETECTION	0	0.	100.000
241	ROUTINE_RUL.EN.INPUT	0	0.	100.000
242	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
243	ROUTINE_SENSOR.INPUT	0	0.	100.000
244	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
245	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
246	ROUTINE_SMOKE.INPUT	0	0.	100.000
247	ROUTINE_SNAP.R	0	0.	100.000
248	ROUTINE_SNAP2	0	0.	100.000
249	ROUTINE_ST.INPUT	0	0.	100.000
250	ROUTINE_SUBM.INPUT	0	0.	100.000
251	ROUTINE_SWITCH.FO	0	0.	100.000
252	ROUTINE_SYS.INPUT	0	0.	100.000
253	ROUTINE_TACAIR.DATA.REPORT	0	0	100.000
254	ROUTINE_TACAIR.INPUT	0	0.	100.000
255	ROUTINE_TB.INPUT	0	0.	100.000
256	ROUTINE_TBF.INPUT	0	0	100.000
257	ROUTINE_TR.INPUT	0	0.	100.000
258	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
259	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
260	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
261	ROUTINE_UNIT.INPUT	0	0.	100.000
262	ROUTINE_UNIT.PRIORITY	0	0.	100.000
263	ROUTINE_VIS.INPUT	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 55635

CPU USAGE FOR SIMULATED HOUR 21. = 265.50 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 22 TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	13579	24.648	24.648
2 ROUTINE_FRAC.COMPUTE	11364	20.627	45.275
3 ROUTINE_SIZE.ESTIMATE	5237	9.506	54.781
4 ROUTINE_FINAL.COVERAGE	2545	4.620	59.401
5 ROUTINE_LOCATE.SECTOR	2410	4.375	63.775
6 ROUTINE_PDB.DETECTION	1480	2.686	66.462
7 FUNCTION_COMBINATIONS	1405	2.550	69.012
8 ROUTINE_FO.DETECTION	1340	2.432	71.444
9 FUNCTION_EST.RANGE	1063	1.929	73.374
10 EVENT_PDB.ACTIVATION	1015	1.842	75.216
11 FUNCTION_FEBA.BAND	791	1.436	76.652
12 FUNCTION_HE.WLA	756	1.372	78.024
13 ROUTINE_NOISE.DEGRADE	738	1.340	79.364
14 ROUTINE_VOLLEY	702	1.274	80.638
15 PROCESS_SHOOT.OUT	689	1.251	81.888
16 ROUTINE_OUTPUT.ATTRITION	535	.971	82.860
17 ROUTINE_NORMAL.F	529	.960	83.820
18 EVENT_CFR.ACTIVATION	508	.922	84.742
19 ROUTINE_COMPARE.TRS	491	.891	85.633
20 ROUTINE_EST.COVERAGE	487	.884	86.517
21 ROUTINE_WEIGHTED.VOLLEYS	487	.884	87.401
22 ROUTINE_HE.OR.ICM.COMPUTATION	452	.820	88.222
23 ROUTINE_TIME.REQ	443	.804	89.026
24 ROUTINE_TARGET.ANALYSIS	410	.744	89.770
25 ROUTINE_GET.TERRAIN	360	.653	90.423
26 ROUTINE_FA.BN.ASGN	339	.615	91.039
27 ROUTINE_CHK.COMP.TR	328	.595	91.634
28 ROUTINE_CHK.FD.TR	328	.595	92.229
29 ROUTINE_MARGINAL.EFFECTS.ADJ	326	.592	92.821
30 FUNCTION_ICM.WLA	265	.481	93.302
31 ROUTINE_BTRY.FM.DEQ	231	.419	93.721
32 PROCESS_TARGET.REPORT	226	.410	94.132
33 ROUTINE_FDC.TR.ENQ	226	.410	94.542
34 PROCESS_FIRE.MISSION	219	.398	94.939
35 ROUTINE_BTRY.FM.ENQ	219	.398	95.337
36 ROUTINE_REM.EFFECTS.COMPUTATION	216	.392	95.729
37 ROUTINE_CFR.DETECTION	214	.388	96.117
38 ROUTINE_FDC.TR.DEQ	214	.388	96.506
39 ROUTINE_FINISH.COMPUTATION	214	.388	96.894
40 ROUTINE_FA.BN.MOVEMENT	194	.352	97.246
41 ROUTINE_BTRY.EFFECTS	165	.299	97.546
42 ROUTINE_UNIT.ENVIR	160	.290	97.836
43 EVENT_PDB.OPERATOR	120	.218	98.054
44 ROUTINE_CFR.DEGRADE	120	.218	98.272
45 ROUTINE_FD.EFFEC.S.REQ	104	.189	98.461
46 ROUTINE_EST.MIL.WORTH	94	.171	98.631
47 ROUTINE_GAMMA.F	90	.163	98.795
48 EVENT_CFR.OPERATOR	85	.154	98.949
49 ROUTINE_COPY	70	.127	99.076
50 PROCESS_ARTY.ASSESS	69	.125	99.201
51 FUNCTION_EST.TR.RANGE	68	.123	99.325
52 ROUTINE_PROXIMITY.REQ	68	.123	99.448
53 EVENT_CFR.ON	45	.082	99.530

54	EVENT_CFR_OFF	44	.080	99.610		
55	EVENT_ARTY_OCCUPATION	36	.065	99.675		
56	EVENT_START_ARTY_MOVEMENT	35	.064	99.739		
57	EVENT_STOP_ARTY_MOVEMENT	35	.064	99.802		
58	ROUTINE_CHECK_FOR_MINES	35	.064	99.866		
59	ROUTINE_EXPONENTIAL_F	19	.034	99.900		
60	PROCESS_HOW_REPAIR	16	.029	99.929		
61	ROUTINE_PGM_MSN_ASGN	13	.024	99.953		
62	ROUTINE_DECIDE	10	.018	99.971		
63	ROUTINE_CHECK_FORCE	9	.016	99.987		
64	ROUTINE_DUST_EFFECTS	4	.007	99.995		
65	EVENT_SCHEDULE_ARTY_MOVEMENT	2	.004	99.998		
66	ROUTINE_HEADING	1	.002	100.		
67	''PROGRAM''_MAIN	0	0.	100.		
68	EVENT_ACT_ATK	0	0.	100.		
69	EVENT_ACT_DEF	0	0.	100.		
70	EVENT_ACT_MOVCOR	0	0.	100.		
71	EVENT_ACT_MOVDIS	0	0.	100.		
72	EVENT_ACT_REINF	0	0.	100.		
73	EVENT_AD_ENGAGEMENT	0	0.	100.		
74	EVENT_BTL_ENDED	0	0.	100.		
75	EVENT_CHANGE_LITE	0	0.	100.		
76	EVENT_CHANGE_WEATHER	0	0.	100.		
77	EVENT_DQ_OLD_SORTIE_QUEUE	0	0.	100.		
78	EVENT_END_SIMULATION	0	0.	100.		
79	EVENT_ENGAGEMENT	0	0.	100.		
80	EVENT_FEBA_SORTIE	0	0.	100.		
81	EVENT_GET_NX_ORD	0	0.	100.		
82	EVENT_HC_DEPART_BATTLE	0	0.	100.		
83	EVENT_HELO_ENGAGEMENT	0	0.	100.		
84	EVENT_INIT_PREPLAN_CAS	0	0.	100.		
85	EVENT_MOVE	0	0.	100.		
86	EVENT_OFF_LINE_ATTRITION	0	0.	100.		
87	EVENT_POSITION_REPORT	0	0.	100.		
88	EVENT_SEND_TEAM	0	0.	100.		
89	EVENT_SET_DEBUG	0	0.	100.		
90	EVENT_START_BATTLE	0	0.	100.		
91	EVENT_START_MOVE	0	0.	100.		
92	EVENT_UPDATE_LOC	0	0.	100.		
93	FUNCTION_AR_PROB_DETECT	0	0.	100.		
94	FUNCTION_BTRY_AVAILABLE	0	0.	100.		
95	FUNCTION_COLLISION	0	0.	100.		
96	FUNCTION_STAY_TIME	0	0.	100.		
97	PROCESS_AC_ATK_TGT	0	0.	100.		
98	PROCESS_AIR_OBSERVER	0	0.	100.		
99	PROCESS_AIRBORNE_RADAR	0	0.	100.		
100	PROCESS_ASSESSMENT	0	0.	100.		
101	PROCESS_CAS_MISSION	0	0.	100.		
102	PROCESS_FORWARD_OBSERVER	0	0.	100.		
103	PROCESS_HC_ARRIVE_BATTLE	0	0.	100.		
104	PROCESS_HC_RETURN_FARRP	0	0.	100.		
105	PROCESS_HEL_TARGET_ACQUISITION	0	0.	100.		
106	PROCESS_HELICOPTER_FIRE	0	0.	100.		
107	PROCESS_MINE_ASSESS	0	0.	100.		
108	PROCESS_PHOTO_IR_FLIGHT	0	0.	100.		
109	PROCESS_REMOTE_PILOT_VEHICLE	0	0.	100.		
110	PROCESS_WITH_DRAW	0	0.	100.		
111	ROUTINE_AC_BOMB_EFFECTS	0	0.	100.		
112	ROUTINE_AC_DF_EFFECTS	0	0.	100.		

113	ROUTINE_AC_MUNS_INPUT	0	0.	100
114	ROUTINE_AD_SHOOT	0	0.	100.
115	ROUTINE_ADJUST	0	0.	100.
116	ROUTINE_AMMO_RPT	0	0.	100.
117	ROUTINE_ANALYSIS_OUTPUT	0	0.	100.
118	ROUTINE_ANGLE_COMPUTE	0	0.	100.
119	ROUTINE_AO_DETECTION	0	0.	100.
120	ROUTINE_AR_DETECTION	0	0.	100.
121	ROUTINE_ATTRIT_SENSOR	0	0.	100.
122	ROUTINE_BETWEEN_ROUTINE	0	0.	100.
123	ROUTINE_BLOCK_LOS	0	0.	100.
124	ROUTINE_BTL_CHECK	0	0.	100.
125	ROUTINE_BTRY_INPUT	0	0.	100.
126	ROUTINE_CAS_EVAL	0	0.	100.
127	ROUTINE_CAT_TU_INPUT	0	0.	100.
128	ROUTINE_CHANGE_LOC	0	0.	100.
129	ROUTINE_CHECK_CAS_CONSTRAINTS	0	0.	100.
130	ROUTINE_CHECK_DEAD	0	0.	100.
131	ROUTINE_CHECK_ENGAGEMENT	0	0.	100.
132	ROUTINE_CHECK_LIST	0	0.	100.
133	ROUTINE_CHECK_PROX	0	0.	100.
134	ROUTINE_CHECK_STREN	0	0.	100.
135	ROUTINE_COMBINE_TRS	0	0.	100.
136	ROUTINE_COMPUTE_D	0	0.	100.
137	ROUTINE_COMPUTE_WD	0	0.	100.
138	ROUTINE_CONTRAST_TO_FREQ	0	0.	100.
139	ROUTINE_CREATE_FORCE	0	0.	100.
140	ROUTINE_CREATE_TEAMS	0	0.	100.
141	ROUTINE_DEAD_UNIT	0	0.	100.
142	ROUTINE_DECISION_INPUT	0	0.	100.
143	ROUTINE_DEQ_FEBA_SET	0	0.	100.
144	ROUTINE_DESTROY_ORD	0	0.	100.
145	ROUTINE_DQ_CMSN_QUEUE	0	0.	100.
146	ROUTINE_EMPLOY_HELICOPTERS	0	0.	100.
147	ROUTINE_EMPTY	0	0.	100.
148	ROUTINE_END_CAS_MISSION	0	0.	100.
149	ROUTINE_END_MOVE	0	0.	100.
150	ROUTINE_ENQ_FEBA_SET	0	0	100.
151	ROUTINE_EQ_TE_INPUT	0	0.	100.
152	ROUTINE_ERROR_STOP	0	0.	100.
153	ROUTINE_FARRP_CHECK	0	0.	100.
154	ROUTINE_FARRP_INPUT	0	0.	100.
155	ROUTINE_FASCAM_COMPUTATION	0	0.	100.
156	ROUTINE_FBN_FD_INPUT	0	0.	100.
157	ROUTINE_FEBA_INITIAL	0	0.	100.
158	ROUTINE_FILE_FD_SCHD	0	0.	100.
159	ROUTINE_FILE_KAD_SENSOR	0	0.	100.
160	ROUTINE_FIN_BATTLE	0	0.	100.
161	ROUTINE_FIND_START_TIME	0	0.	100.
162	ROUTINE_FLIGHT_PATH	0	0.	100.
163	ROUTINE_FORM_TF_LIST	0	0.	100.
164	ROUTINE_FORPOSITION_OUT	0	0.	100.
165	ROUTINE_GENERAL_BATTLE	0	0.	100.
166	ROUTINE_HC_COMPUTE_TIMES	0	0.	100.
167	ROUTINE_HC_DISENGAGE	0	0.	100.
168	ROUTINE_HC_EMPTY	0	0.	100.
169	ROUTINE_HE_LA_INPUT	0	0.	100.
170	ROUTINE_HEL_RANGE_COMPUTE	0	0.	100.
171	ROUTINE_ILLUM_COMPUTATION	0	0.	100.

	ILLUM EFFECTS	0	0.	100.
	ILLUM.INPUT	0	0.	100.
	INIT.REINF	0	0.	100.
	INE_INITIAL.DETECT	0	0.	100.
176	ROUTINE_INITIAL.MOVE	0	0.	100.
177	ROUTINE_INTER.BATTLE	0	0.	100.
178	ROUTINE_INTER.HELO	0	0.	100.
179	ROUTINE_JOHNSON.CRITERIA	0	0.	100.
180	ROUTINE_KV.INPUT	0	0.	100.
181	ROUTINE_KV.PRINT	0	0.	100.
182	ROUTINE_KV.SCOREBOARD	0	0.	100.
183	ROUTINE_LINE.CIRCLE	0	0.	100.
184	ROUTINE_LINE.OF.SIGHT	0	0.	100.
185	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.
186	ROUTINE_LOS.CHECK	0	0.	100.
187	ROUTINE_MADS.INPUT	0	0.	100.
188	ROUTINE_MAIN1	0	0.	100.
189	ROUTINE_MAIN2	0	0.	100.
190	ROUTINE_MAIN3	0	0.	100.
191	ROUTINE_MAO.INPUT	0	0.	100.
192	ROUTINE_MCFR.INPUT	0	0.	100.
193	ROUTINE_MFO.INPUT	0	0.	100.
194	ROUTINE_MIN.MOVE	0	0.	100.
195	ROUTINE_MINE.DELAY	0	0.	100.
196	ROUTINE_MINE.EFFECTS	0	0.	100.
197	ROUTINE_MINE.INPUT	0	0.	100.
198	ROUTINE_MPDB.INPUT	0	0.	100.
199	ROUTINE_MRT.TO.FREQ	0	0.	100.
200	ROUTINE_MUNS.INPUT	0	0.	100.
201	ROUTINE_NEW.SEGMENT	0	0.	100.
202	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.
203	ROUTINE_ORD.ATK	0	0.	100.
204	ROUTINE_ORD.DEF	0	0.	100.
205	ROUTINE_ORD.MOVCOR	0	0.	100.
206	ROUTINE_ORD.MOVDIS	0	0.	100.
207	ROUTINE_ORD.REINF	0	0.	100.
208	ROUTINE_ORIENTATION	0	0.	100.
209	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.
210	ROUTINE_P.E.M.INPUT	0	0.	100.
211	ROUTINE_PGM.INPUT	0	0.	100.
212	ROUTINE_PIR.DETECTION	0	0.	100.
213	ROUTINE_PK.COMPUTE	0	0.	100.
214	ROUTINE_PK.INPUT	0	0.	100.
215	ROUTINE_PLAT.COUNT	0	0.	100.
216	ROUTINE_POSITION	0	0.	100.
217	ROUTINE_PRED.POS	0	0.	100.
218	ROUTINE_PREP.WITHDRAW	0	0.	100.
219	ROUTINE_PREPARE.LIST	0	0.	100.
220	ROUTINE_PROB.INF	0	0.	100.
221	ROUTINE_PROB.TIME	0	0.	100.
222	ROUTINE_PROX.CHECK	0	0.	100.
223	ROUTINE_PROX.POS	0	0.	100.
224	ROUTINE_RANGE.COMPUTE	0	0.	100.
225	ROUTINE_READ.ORDERS	0	0.	100.
226	ROUTINE_REIN.ARRIVE	0	0.	100.
227	ROUTINE_REPLACE.HC	0	0.	100.
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.
229	ROUTINE_REQUEST.FASCAM	0	0.	100.
230	ROUTINE_REQUEST.ILLUM	0	0.	100.

231	ROUTINE_REQUEST_SMOKE	0	0	100.
232	ROUTINE_REQUEST_WD_TASCAM	0	0.	100.
233	ROUTINE_RESET_FEBA_SECTOR	0	0.	100.
234	ROUTINE_RPV_DETECTION	0	0.	100.
235	ROUTINE_RUL_EN_INPUT	0	0.	100.
236	ROUTINE_SEARCH	0	0.	100.
237	ROUTINE_SEARCH_COVERAGE	0	0.	100.
238	ROUTINE_SEGMENT_ADJUST	0	0.	100.
239	ROUTINE_SENSOR_INPUT	0	0.	100.
240	ROUTINE_SMOKE_COMPUTATION	0	0.	100.
241	ROUTINE_SMOKE_EFFECTS	0	0.	100.
242	ROUTINE_SMOKE_INPUT	0	0.	100.
243	ROUTINE_SNAP_R	0	0.	100.
244	ROUTINE_SNAP2	0	0.	100.
245	ROUTINE_ST_INPUT	0	0.	100.
246	ROUTINE_SUBM_INPUT	0	0.	100.
247	ROUTINE_SWITCH_FO	0	0.	100.
248	ROUTINE_SYS_INPUT	0	0.	100.
249	ROUTINE_TACAIR_DATA_REPORT	0	0.	100.
250	ROUTINE_TACAIR_INPUT	0	0.	100.
251	ROUTINE_TB_INPUT	0	0.	100.
252	ROUTINE_TBF_INPUT	0	0.	100.
253	ROUTINE_TEMPERATURE_ATTENUATION	0	0.	100.
254	ROUTINE_TERM_CHECK	0	0.	100.
255	ROUTINE_TIME_TO_DETECT	0	0.	100.
256	ROUTINE_TR_INPUT	0	0.	100.
257	ROUTINE_TT_FACTORS_INPUT	0	0.	100.
258	ROUTINE_TYPE_WEAPON_INPUT	0	0.	100.
259	ROUTINE_UNIT_ASSIGNMENT	0	0.	100.
260	ROUTINE_UNIT_INPUT	0	0.	100.
261	ROUTINE_UNIT_PRIORITY	0	0.	100.
262	ROUTINE_VIS_INPUT	0	0.	100.
263	ROUTINE_WEIBULL_F	0	0.	100.
264	ROUTINE_WHAT_NEXT	0	0.	100.

TOTAL INVOCATIONS = 55092

CPU USAGE FOR SIMULATED HOUR 22. = 249.63 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 23.

TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	15747	26.144	26.144
2 ROUTINE_FRAC.COMPUTE	12636	20.979	47.124
3 ROUTINE_SIZE.ESTIMATE	5351	8.884	56.008
4 ROUTINE_FINAL.COVERAGE	2864	4.755	60.763
5 ROUTINE_LOCATE.SECTOR	2687	4.461	65.224
6 ROUTINE_PDB.DETECTION	1701	2.824	68.048
7 ROUTINE_FO.DETECTION	1349	2.240	70.288
8 FUNCTION_COMBINATIONS	1327	2.203	72.491
9 EVENT_PDB.ACTIVATION	1086	1.803	74.294
10 FUNCTION_EST.RANGE	1021	1.695	75.989
11 ROUTINE_NOISE.DEGRADE	851	1.413	77.402
12 FUNCTION_FEBA.BAND	819	1.360	78.762
13 ROUTINE_VOLLEY	756	1.255	80.017
14 FUNCTION_HE.WLA	752	1.249	81.265
15 PROCESS_SHOOT.OUT	665	1.104	82.370
16 ROUTINE_COMPARE.TRS	578	.960	83.329
17 ROUTINE_NORMAL.F	562	.933	84.262
18 ROUTINE_OUTPUT.ATTRITION	555	.921	85.184
19 EVENT_CFR.ACTIVATION	543	.902	86.085
20 ROUTINE_TIME.REQ	514	.853	86.939
21 ROUTINE_EST.COVERAGE	488	.810	87.749
22 ROUTINE_WEIGHTED.VOLLEYS	488	.810	88.559
23 ROUTINE_HE.OR.ICM.COMPUTATION	456	.757	89.316
24 ROUTINE_TARGET.ANALYSIS	429	.712	90.028
25 ROUTINE_GET.TERRAIN	386	.641	90.669
26 ROUTINE_FA.BN.ASGN	363	.603	91.272
27 ROUTINE_CHK.COMP.TR	348	.578	91.850
28 ROUTINE_CHK.FD.TR	348	.578	92.427
29 ROUTINE_MARGINAL.EFFECTS.ADJ	330	.548	92.975
30 FUNCTION_ICM.WLA	277	.460	93.435
31 PROCESS_FIRE.MISSION	258	.428	93.864
32 ROUTINE_BTRY.FM.ENQ	258	.428	94.292
33 ROUTINE_REM.EFFECTS.COMPUTATION	250	.415	94.707
34 ROUTINE_BTRY.FM.DEQ	240	.398	95.106
35 PROCESS_TARGET.REPORT	236	.392	95.497
36 ROUTINE_FDC.TR.ENQ	229	.380	95.878
37 ROUTINE_FDC.TR.DEQ	228	.379	96.256
38 ROUTINE_FINISH.COMPUTATION	228	.379	96.635
39 ROUTINE_FA.BN.MOVEMENT	222	.369	97.003
40 ROUTINE_CFR.DETECTION	213	.354	97.357
41 ROUTINE_BTRY.EFFECTS	175	.291	97.647
42 ROUTINE_UNIT.ENVIR	173	.287	97.935
43 EVENT_PDB.OPERATOR	120	.199	98.134
44 ROUTINE_CFR.DEGRADE	116	.193	98.326
45 ROUTINE_EST.MIL.WORTH	107	.178	98.504
46 ROUTINE_FD.EFFECTS.REQ	105	.174	98.678
47 EVENT_CFR.OPERATOR	104	.173	98.851
48 ROUTINE_GAMMA.F	88	.146	98.997
49 PROCESS_ARTY.ASSESS	77	.128	99.125
50 ROUTINE_COPY	74	.123	99.248
51 FUNCTION_EST.TR.RANGE	72	.120	99.367
52 ROUTINE_PROXIMITY.REQ	72	.120	99.487
53 EVENT_CFR.OFF	45	.075	99.562

		44	.073	99.635
	MENT	38	.063	99.698
	TINES	38	.063	99.761
	MOVEMENT	35	.058	99.819
	OCCUPATION	34	.056	99.875
59	PROCESS_HOW.REPAIR	17	.028	99.904
60	ROUTINE_EXPONENTIAL.F	16	.027	99.930
61	ROUTINE_PGM.MSN.ASGN	11	.018	99.949
62	ROUTINE_DECIDE	9	.015	99.963
63	ROUTINE_DUST.EFFECTS	8	.013	99.977
64	ROUTINE_COMBINE.TRS	7	.012	99.988
65	ROUTINE_CHECK.FORCE	3	.005	99.993
66	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.003	99.997
67	ROUTINE_HEADING	2	.003	100.000
68	''PROGRAM''_MAIN	0	0.	100.000
69	EVENT_ACT.ATK	0	0.	100.000
70	EVENT_ACT.DEF	0	0.	100.000
71	EVENT_ACT.MOVCOR	0	0.	100.000
72	EVENT_ACT.MOVDIS	0	0.	100.000
73	EVENT_ACT.REINF	0	0.	100.000
74	EVENT_AD.ENGAGEMENT	0	0.	100.000
75	EVENT_BTL.ENDED	0	0.	100.000
76	EVENT_CHANGE.LITE	0	0.	100.000
77	EVENT_CHANGE.WEATHER	0	0.	100.000
78	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
79	EVENT_END.SIMULATION	0	0.	100.000
80	EVENT_ENGAGEMENT	0	0.	100.000
81	EVENT_FEBA.SORTIE	0	0.	100.000
82	EVENT_GET.NX.ORD	0	0.	100.000
83	EVENT_HC.DEPART.BATTLE	0	0.	100.000
84	EVENT_HELO.ENGAGEMENT	0	0.	100.000
85	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
86	EVENT_MOVE	0	0.	100.000
87	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
88	EVENT_POSITION.REPORT	0	0.	100.000
89	EVENT_SEND.TEAM	0	0.	100.000
90	EVENT_SET.DEBUG	0	0.	100.000
91	EVENT_START.BATTLE	0	0.	100.000
92	EVENT_START.MOVE	0	0.	100.000
93	EVENT_UPDATE.LOC	0	0.	100.000
94	FUNCTION_AR.PROB.DETECT	0	0.	100.000
95	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
96	FUNCTION_COLLISION	0	0.	100.000
97	FUNCTION_STAY.TIME	0	0.	100.000
98	PROCESS_AC.ATK.TGT	0	0.	100.000
99	PROCESS_AIR.OBSERVER	0	0.	100.000
100	PROCESS_AIRBORNE.RADAR	0	0.	100.000
101	PROCESS_ASSESSMENT	0	0.	100.000
102	PROCESS_CAS.MISSION	0	0.	100.000
103	PROCESS_FORWARD.OBSERVER	0	0.	100.000
104	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
105	PROCESS_HC.RETURN.FARRP	0	0.	100.000
106	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
107	PROCESS_HELICOPTER.FIRE	0	0.	100.000
108	PROCESS_MINE.ASSESS	0	0.	100.000
109	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
110	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
111	PROCESS_WITH.DRAW	0	0.	100.000
112	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

	UTINE_AC.DF.EFFECTS	0	0.	100.000
	UTINE_AC.MUNS.INPUT	0	0.	100.000
	OUTINE_AD.SHOOT	0	0.	100.000
116	ROUTINE_ADJUST	0	0.	100.000
117	ROUTINE_AMMO.RPT	0	0.	100.000
118	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
119	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
120	ROUTINE_AO.DETECTION	0	0.	100.000
121	ROUTINE_AR.DETECTION	0	0.	100.000
122	ROUTINE_ATTRIT.SENSOR	0	0.	100.000
123	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
124	ROUTINE_BLOCK.LOS	0	0.	100.000
125	ROUTINE_BTL.CHECK	0	0.	100.000
126	ROUTINE_BTRY.INPUT	0	0.	100.000
127	ROUTINE_CAS.EVAL	0	0.	100.000
128	ROUTINE_CAT.TU.INPUT	0	0.	100.000
129	ROUTINE_CHANGE.LOC	0	0.	100.000
130	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
131	ROUTINE_CHECK.DEAD	0	0.	100.000
132	ROUTINE_CHECK.ENGAGEMENT	0	0.	100.000
133	ROUTINE_CHECK.LIST	0	0.	100.000
134	ROUTINE_CHECK.PROX	0	0.	100.000
135	ROUTINE_CHECK.STREN	0	0.	100.000
136	ROUTINE_COMPUTE.D	0	0.	100.000
137	ROUTINE_COMPUTE.WD	0	0.	100.000
138	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
139	ROUTINE_CREATE.FORCE	0	0.	100.000
140	ROUTINE_CREATE.TEAMS	0	0.	100.000
141	ROUTINE_DEAD.UNIT	0	0.	100.000
142	ROUTINE_DECISION.INPUT	0	0.	100.000
143	ROUTINE_DEQ.FEBA.SET	0	0.	100.000
144	ROUTINE_DESTROY.ORD	0	0.	100.000
145	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
146	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
147	ROUTINE_EMPTY	0	0.	100.000
148	ROUTINE_END.CAS.MISSION	0	0.	100.000
149	ROUTINE_END.MOVE	0	0.	100.000
150	ROUTINE_ENQ.FEBA.SET	0	0.	100.000
151	ROUTINE_EQ.TE.INPUT	0	0.	100.000
152	ROUTINE_ERROR.STOP	0	0.	100.000
153	ROUTINE_FARRP.CHECK	0	0.	100.000
154	ROUTINE_FARRP.INPUT	0	0.	100.000
155	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
156	ROUTINE_FBN.FD.INPUT	0	0.	100.000
157	ROUTINE_FEBA.INITIAL	0	0.	100.000
158	ROUTINE_FILE.FD.SCHD	0	0.	100.000
159	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
160	ROUTINE_FIN.BATTLE	0	0.	100.000
161	ROUTINE_FIND.START.TIME	0	0.	100.000
162	ROUTINE_FLIGHT.PATH	0	0.	100.000
163	ROUTINE_FORM.TF.LIST	0	0.	100.000
164	ROUTINE_FORPOSITION.OUT	0	0.	100.000
165	ROUTINE_GENERAL.BATTLE	0	0.	100.000
166	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
167	ROUTINE_HC.DISENGAGE	0	0.	100.000
168	ROUTINE_HC.EMPTY	0	0.	100.000
169	ROUTINE_HE.LA.INPUT	0	0.	100.000
170	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
171	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000

172	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
	ROUTINE_ILLUM.INPUT	0	0	100.000
	INIT.REINF	0	0	100.000
	INITIAL.DETECT	0	0	100.000
176	ROUTINE_INITIAL.MOVE	0	0.	100.000
177	ROUTINE_INTER.BATTLE	0	0.	100.000
178	ROUTINE_INTER.HELO	0	0.	100.000
179	ROUTINE_JOHNSON.CRITERIA	0	0.	100.000
180	ROUTINE_KV.INPUT	0	0	100.000
181	ROUTINE_KV.PRINT	0	0.	100.000
182	ROUTINE_KV.SCOREBOARD	0	0	100.000
183	ROUTINE_LINE.CIRCLE	0	0.	100.000
184	ROUTINE_LINE.OF.SIGHT	0	0.	100.000
185	ROUTINE_LOCATE.SEARCH.AREA	0	0.	100.000
186	ROUTINE_LOS.CHECK	0	0.	100.000
187	ROUTINE_MADS.INPUT	0	0.	100.000
188	ROUTINE_MAIN1	0	0.	100.000
189	ROUTINE_MAIN2	0	0.	100.000
190	ROUTINE_MAIN3	0	0.	100.000
191	ROUTINE_MAO.INPUT	0	0.	100.000
192	ROUTINE_MCFR.INPUT	0	0.	100.000
193	ROUTINE_MFO.INPUT	0	0.	100.000
194	ROUTINE_MIN.MOVE	0	0.	100.000
195	ROUTINE_MINE.DELAY	0	0.	100.000
196	ROUTINE_MINE.EFFECTS	0	0.	100.000
197	ROUTINE_MINE.INPUT	0	0.	100.000
198	ROUTINE_MPDB.INPUT	0	0.	100.000
199	ROUTINE_MRT.TO.FREQ	0	0.	100.000
200	ROUTINE_MUNS.INPUT	0	0.	100.000
201	ROUTINE_NEW.SEGMENT	0	0.	100.000
202	ROUTINE_OPEN.INPUT.OUTPUT.FILES	0	0.	100.000
203	ROUTINE_ORD.ATK	0	0.	100.000
204	ROUTINE_ORD.DEF	0	0.	100.000
205	ROUTINE_ORD.MOVCOR	0	0.	100.000
206	ROUTINE_ORD.MOVDIS	0	0.	100.000
207	ROUTINE_ORD.REINF	0	0.	100.000
208	ROUTINE_ORIENTATION	0	0.	100.000
209	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
210	ROUTINE_P.E.M.INPUT	0	0.	100.000
211	ROUTINE_PGM.INPUT	0	0.	100.000
212	ROUTINE_PIR.DETECTION	0	0.	100.000
213	ROUTINE_PK.COMPUTE	0	0.	100.000
214	ROUTINE_PK.INPUT	0	0.	100.000
215	ROUTINE_PLAT.COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED.POS	0	0.	100.000
218	ROUTINE_PREP.WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE.LIST	0	0.	100.000
220	ROUTINE_PROB.INF	0	0.	100.000
221	ROUTINE_PROB.TIME	0	0.	100.000
222	ROUTINE_PROX.CHECK	0	0.	100.000
223	ROUTINE_PROX.POS	0	0.	100.000
224	ROUTINE_RANGE.COMPUTE	0	0.	100.000
225	ROUTINE_READ.ORDERS	0	0.	100.000
226	ROUTINE_REIN.ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE.HC	0	0.	100.000
228	ROUTINE_REQUEST.DEF.FASCAM	0	0.	100.000
229	ROUTINE_REQUEST.FASCAM	0	0.	100.000
230	ROUTINE_REQUEST.ILLUM	0	0.	100.000

231	ROUTINE_REQUEST SMOKE	0	0.	100.000
232	ROUTINE_REQUEST.WD FASCAM	0	0.	100.000
233	ROUTINE_RESET.FEBA SECTOR	0	0	100.000
234	ROUTINE_RPV DETECTION	0	0	100.000
235	ROUTINE_RUL EN INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 60231

CPU USAGE FOR SIMULATED HOUR 23. = 273.51 SECONDS

COSAGE HOURLY INVOCATION REPORT

AT SIMULATED TIME 24. TOP 264 (100%) INVOKED ROUTINES	INVOCATIONS	PCT HRLY CALLS	ACC HRLY PCT
1 FUNCTION_ACT.RANGE	15926	25.562	25.562
2 ROUTINE_FRAC.COMPUTE	13192	21.174	46.736
3 ROUTINE_SIZE.ESTIMATE	5622	9.024	55.760
4 ROUTINE_FINAL.COVERAGE	2986	4.793	60.552
5 ROUTINE_LOCATE.SECTOR	2700	4.334	64.886
6 ROUTINE_PDB.DETECTION	1721	2.762	67.648
7 FUNCTION_COMBINATIONS	1674	2.687	70.335
8 ROUTINE_FO.DETECTION	1323	2.123	72.459
9 FUNCTION_EST.RANGE	1140	1.830	74.289
10 EVENT_PDB.ACTIVATION	1111	1.783	76.072
11 FUNCTION_FEBA.BAND	860	1.380	77.452
12 ROUTINE_NOISE.DEGRADE	858	1.377	78.829
13 FUNCTION_HE.WLA	772	1.239	80.068
14 ROUTINE_VOLLEY	760	1.220	81.288
15 PROCESS_SHOOT.OUT	661	1.061	82.349
16 ROUTINE_NORMAL.F	598	.960	83.309
17 ROUTINE_OUTPUT.ATTRITION	595	.955	84.264
18 ROUTINE_COMPARE.TRS	579	.929	85.193
19 EVENT_CFR.ACTIVATION	556	.892	86.086
20 ROUTINE_TIME.REQ	517	.830	86.916
21 ROUTINE_HE.OR.ICM.COMPUTATION	486	.780	87.696
22 ROUTINE_EST.COVERAGE	484	.777	88.472
23 ROUTINE_WEIGHTED.VOLLEYS	484	.777	89.249
24 ROUTINE_TARGET.ANALYSIS	457	.734	89.983
25 ROUTINE_GET.TERRAIN	398	.639	90.622
26 ROUTINE_FA.BN.ASGN	374	.600	91.222
27 ROUTINE_CHK.COMP.TR	370	.594	91.816
28 ROUTINE_CHK.FD.TR	368	.591	92.406
29 ROUTINE_MARGINAL.EFFECTS.ADJ	360	.578	92.984
30 FUNCTION_ICM.WLA	270	.433	93.418
31 PROCESS_TARGET.REPORT	248	.398	93.816
32 PROCESS_FIRE.MISSION	246	.395	94.211
33 ROUTINE_BTRY.FM.ENQ	246	.395	94.605
34 ROUTINE_REM.EFFECTS.COMPUTATION	246	.395	95.000
35 ROUTINE_BTRY.FM.DEQ	243	.390	95.390
36 ROUTINE_FDC.TR.ENQ	240	.385	95.775
37 ROUTINE_CFR.DETECTION	237	.380	96.156
38 ROUTINE_FDC.TR.DEQ	232	.372	96.528
39 ROUTINE_FINISH.COMPUTATION	232	.372	96.901
40 ROUTINE_FA.BN.MOVEMENT	209	.335	97.236
41 ROUTINE_BTRY.EFFECTS	180	.289	97.525
42 ROUTINE_UNIT.ENVIR	179	.287	97.812
43 ROUTINE_CFR.DEGRADE	133	.213	98.026
44 EVENT_CFR.OPERATOR	125	.201	98.226
45 EVENT_PDB.OPERATOR	120	.193	98.419
46 ROUTINE_EST.MIL.WORTH	112	.180	98.599
47 ROUTINE_FD.EFFECTS.REQ	110	.177	98.775
48 ROUTINE_GAMMA.F	96	.154	98.929
49 FUNCTION_EST.TR.RANGE	86	.138	99.067
50 ROUTINE_PROXIMITY.REQ	86	.138	99.205
51 ROUTINE_COPY	73	.117	99.323
52 PROCESS_ARTY.ASSESS	72	.116	99.438
53 EVENT_CFR.ON	48	.077	99.515

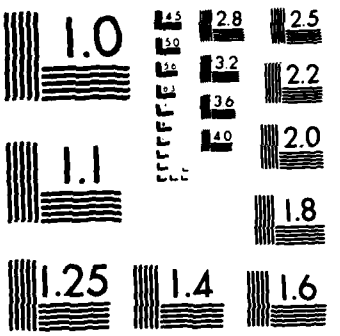
54	EVENT_ARTY.OCCUPATION	46	.074	99.589
55	EVENT_CFR.OFF	44	.071	99.660
56	EVENT_STOP.ARTY.MOVEMENT	44	.071	99.730
57	EVENT_START.ARTY.MOVEMENT	39	.063	99.793
58	ROUTINE_CHECK.FOR.MINES	39	.063	99.856
59	PROCESS_HOW.REPAIR	25	.040	99.896
60	ROUTINE_EXPONENTIAL.F	22	.035	99.931
61	ROUTINE_PGM.MSN.ASGN	15	.024	99.955
62	ROUTINE_DECIDE	14	.022	99.978
63	ROUTINE_COMBINE.TRS	6	.010	99.987
64	ROUTINE_CHECK.FORCE	3	.005	99.992
65	EVENT_SCHEDULE.ARTY.MOVEMENT	2	.003	99.995
66	EVENT_POSITION.REPORT	1	.002	99.997
67	ROUTINE_FORPOSITION.OUT	1	.002	99.998
68	ROUTINE_HEADING	1	.002	100.000
69	''PROGRAM''_MAIN	0	0.	100.000
70	EVENT_ACT.ATK	0	0.	100.000
71	EVENT_ACT.DEF	0	0.	100.000
72	EVENT_ACT.MOVCOR	0	0.	100.000
73	EVENT_ACT.MOVDIS	0	0.	100.000
74	EVENT_ACT.REINF	0	0.	100.000
75	EVENT_AD.ENGAGEMENT	0	0.	100.000
76	EVENT_BTL.ENDED	0	0.	100.000
77	EVENT_CHANGE.LITE	0	0.	100.000
78	EVENT_CHANGE.WEATHER	0	0	100.000
79	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
80	EVENT_END.SIMULATION	0	0.	100.000
81	EVENT_ENGAGEMENT	0	0.	100.000
82	EVENT_FEBA.SORTIE	0	0.	100.000
83	EVENT_GET.NX.ORD	0	0.	100.000
84	EVENT_HC.DEPART.BATTLE	0	0.	100.000
85	EVENT_HELO.ENGAGEMENT	0	0.	100.000
86	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
87	EVENT_MOVE	0	0.	100.000
88	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
89	EVENT_SEND.TEAM	0	0.	100.000
90	EVENT_SET.DEBUG	0	0.	100.000
91	EVENT_START.BATTLE	0	0.	100.000
92	EVENT_START.MOVE	0	0.	100.000
93	EVENT_UPDATE.LOC	0	0.	100.000
94	FUNCTION_AR.PROB.DETECT	0	0.	100.000
95	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
96	FUNCTION_COLLISION	0	0.	100.000
97	FUNCTION_STAY.TIME	0	0.	100.000
98	PROCESS_AC.ATK.TGT	0	0.	100.000
99	PROCESS_AIR.OBSERVER	0	0.	100.000
100	PROCESS_AIRBORNE.RADAR	0	0.	100.000
101	PROCESS_ASSESSMENT	0	0.	100.000
102	PROCESS_CAS.MISSION	0	0.	100.000
103	PROCESS_FORWARD.OBSERVER	0	0.	100.000
104	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
105	PROCESS_HC.RETURN.FARRP	0	0.	100.000
106	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
107	PROCESS_HELICOPTER.FIRE	0	0.	100.000
108	PROCESS_MINE.ASSESS	0	0.	100.000
109	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
110	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
111	PROCESS_WITH.DRAW	0	0.	100.000
112	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000

113	ROUTINE_AC_DF_EFFECTS	0	0	100.000
114	ROUTINE_AC_MUNS_INPUT	0	0	100.000
	ROUTINE_AD_SHOOT	0	0	100.000
	ROUTINE_DUST	0	0	100.000
	ROUTINE_AMMO_RPT	0	0	100.000
118	ROUTINE_ANALYSIS_OUTPUT	0	0.	100.000
119	ROUTINE_ANGLE.COMPUTE	0	0.	100.000
120	ROUTINE_AO_DETECTION	0	0.	100.000
121	ROUTINE_AR.DETECTION	0	0.	100.000
122	ROUTINE_ATTRIT_SENSOR	0	0	100.000
123	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
124	ROUTINE_BLOCK_LOS	0	0.	100.000
125	ROUTINE_BTL_CHECK	0	0.	100.000
126	ROUTINE_BTRY_INPUT	0	0	100.000
127	ROUTINE_CAS_EVAL	0	0.	100.000
128	ROUTINE_CAT_TU_INPUT	0	0	100.000
129	ROUTINE_CHANGE_LOC	0	0.	100.000
130	ROUTINE_CHECK_CAS.CONSTRAINTS	0	0.	100.000
131	ROUTINE_CHECK_DEAD	0	0.	100.000
132	ROUTINE_CHECK_ENGAGEMENT	0	0.	100.000
133	ROUTINE_CHECK_LIST	0	0.	100.000
134	ROUTINE_CHECK.PROX	0	0.	100.000
135	ROUTINE_CHECK.STREN	0	0.	100.000
136	ROUTINE_COMPUTE.D	0	0.	100.000
137	ROUTINE_COMPUTE.WD	0	0.	100.000
138	ROUTINE_CONTRAST.TO.FREQ	0	0.	100.000
139	ROUTINE_CREATE.FORCE	0	0.	100.000
140	ROUTINE_CREATE.TEAMS	0	0.	100.000
141	ROUTINE_DEAD.UNIT	0	0.	100.000
142	ROUTINE_DECISION.INPUT	0	0.	100.000
143	ROUTINE_DEQ.FEBA.SET	0	0.	100.000
144	ROUTINE_DESTROY.ORD	0	0.	100.000
145	ROUTINE_DQ.CMSN.QUEUE	0	0.	100.000
146	ROUTINE_DUST.EFFECTS	0	0.	100.000
147	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
148	ROUTINE_EMPTY	0	0.	100.000
149	ROUTINE_END.CAS.MISSION	0	0.	100.000
150	ROUTINE_END.MOVE	0	0.	100.000
151	ROUTINE_ENQ.FEBA.SET	0	0.	100.000
152	ROUTINE_EQ.TE.INPUT	0	0.	100.000
153	ROUTINE_ERROR.STOP	0	0.	100.000
154	ROUTINE_FARRP.CHECK	0	0.	100.000
155	ROUTINE_FARRP.INPUT	0	0.	100.000
156	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
157	ROUTINE_FBN.FD.INPUT	0	0.	100.000
158	ROUTINE_FEBA.INITIAL	0	0.	100.000
159	ROUTINE_FILE.FD.SCHD	0	0.	100.000
160	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
161	ROUTINE_FIN.BATTLE	0	0.	100.000
162	ROUTINE_FIND.START.TIME	0	0.	100.000
163	ROUTINE_FLIGHT.PATH	0	0.	100.000
164	ROUTINE_FORM.TF.LIST	0	0.	100.000
165	ROUTINE_GENERAL.BATTLE	0	0.	100.000
166	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
167	ROUTINE_HC.DISENGAGE	0	0.	100.000
168	ROUTINE_HC.EMPTY	0	0.	100.000
169	ROUTINE_HE.LA.INPUT	0	0.	100.000
170	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
171	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000

	ROUTINE_ILLUM EFFECTS	0	0	100.000
	ROUTINE_ILLUM_INPUT	0	0	100.000
174	ROUTINE_INIT_REINF	0	0	100.000
175	ROUTINE_INITIAL_DETECT	0	0	100.000
176	ROUTINE_INITIAL_MOVE	0	0.	100.000
177	ROUTINE_INTER_BATTLE	0	0	100.000
178	ROUTINE_INTER_HELO	0	0	100.000
179	ROUTINE_JOHNSON_CRITERIA	0	0	100.000
180	ROUTINE_KV_INPUT	0	0	100.000
181	ROUTINE_KV_PRINT	0	0	100.000
182	ROUTINE_KV_SCOREBOARD	0	0.	100.000
183	ROUTINE_LINE_CIRCLE	0	0	100.000
184	ROUTINE_LINE_OF_SIGHT	0	0	100.000
185	ROUTINE_LOCATE_SEARCH_AREA	0	0	100.000
186	ROUTINE_LOS_CHECK	0	0	100.000
187	ROUTINE_MADS_INPUT	0	0	100.000
188	ROUTINE_MAIN1	0	0	100.000
189	ROUTINE_MAIN2	0	0.	100.000
190	ROUTINE_MAIN3	0	0.	100.000
191	ROUTINE_MAO_INPUT	0	0	100.000
192	ROUTINE_MCFR_INPUT	0	0.	100.000
193	ROUTINE_MFO_INPUT	0	0.	100.000
194	ROUTINE_MIN_MOVE	0	0.	100.000
195	ROUTINE_MINE_DELAY	0	0.	100.000
196	ROUTINE_MINE_EFFECTS	0	0.	100.000
197	ROUTINE_MINE_INPUT	0	0.	100.000
198	ROUTINE_MPDB_INPUT	0	0.	100.000
199	ROUTINE_MRT_TO_FREQ	0	0.	100.000
200	ROUTINE_MUNS_INPUT	0	0	100.000
201	ROUTINE_NEW_SEGMENT	0	0.	100.000
202	ROUTINE_OPEN_INPUT_OUTPUT_FILES	0	0.	100.000
203	ROUTINE_ORD_ATK	0	0.	100.000
204	ROUTINE_ORD_DEF	0	0.	100.000
205	ROUTINE_ORD_MOVCOR	0	0	100.000
206	ROUTINE_ORD_MOVDIS	0	0.	100.000
207	ROUTINE_ORD_REINF	0	0.	100.000
208	ROUTINE_ORIENTATION	0	0.	100.000
209	ROUTINE_OUTPUT_EXPENDITURES	0	0.	100.000
210	ROUTINE_P_E_M_INPUT	0	0.	100.000
211	ROUTINE_PGM_INPUT	0	0.	100.000
212	ROUTINE_PIR_DETECTION	0	0.	100.000
213	ROUTINE_PK_COMPUTE	0	0.	100.000
214	ROUTINE_PK_INPUT	0	0.	100.000
215	ROUTINE_PLAT_COUNT	0	0.	100.000
216	ROUTINE_POSITION	0	0.	100.000
217	ROUTINE_PRED_POS	0	0.	100.000
218	ROUTINE_PREP_WITHDRAW	0	0.	100.000
219	ROUTINE_PREPARE_LIST	0	0.	100.000
220	ROUTINE_PROB_INF	0	0.	100.000
221	ROUTINE_PROB_TIME	0	0.	100.000
222	ROUTINE_PROX_CHECK	0	0.	100.000
223	ROUTINE_PROX_POS	0	0.	100.000
224	ROUTINE_RANGE_COMPUTE	0	0.	100.000
225	ROUTINE_READ_ORDERS	0	0.	100.000
226	ROUTINE_REIN_ARRIVE	0	0.	100.000
227	ROUTINE_REPLACE_HC	0	0.	100.000
228	ROUTINE_REQUEST_DEF_FASCAM	0	0.	100.000
229	ROUTINE_REQUEST_FASCAM	0	0.	100.000
230	ROUTINE_REQUEST_ILLUM	0	0.	100.000

AD-A148 350 COSAGE (CONCEPTS ANALYSIS AGENCY'S COMBAT SAMPLE GENERATOR) ANALYSIS AND..(U) SCIENCE APPLICATIONS INC LA JOLLA CA D A HEIMBURGER ET AL. 29 APR 84 5/5

UNCLASSIFIED MDA903-83-C-0424 F/G 9/2 NL



MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

231	ROUTINE_REQUEST.SMOKE	0	0.	100.000
232	ROUTINE_REQUEST.WD.FASCAM	0	0.	100.000
233	ROUTINE_RESET.FEBA.SECTOR	0	0.	100.000
234	ROUTINE_RPV.DETECTION	0	0.	100.000
235	ROUTINE_RUL.EN.INPUT	0	0.	100.000
236	ROUTINE_SEARCH	0	0.	100.000
237	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
238	ROUTINE_SEGMENT.ADJUST	0	0.	100.000
239	ROUTINE_SENSOR.INPUT	0	0.	100.000
240	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
241	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
242	ROUTINE_SMOKE.INPUT	0	0.	100.000
243	ROUTINE_SNAP.R	0	0.	100.000
244	ROUTINE_SNAP2	0	0.	100.000
245	ROUTINE_ST.INPUT	0	0.	100.000
246	ROUTINE_SUBM.INPUT	0	0.	100.000
247	ROUTINE_SWITCH.FO	0	0.	100.000
248	ROUTINE_SYS.INPUT	0	0.	100.000
249	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
250	ROUTINE_TACAIR.INPUT	0	0.	100.000
251	ROUTINE_TB.INPUT	0	0.	100.000
252	ROUTINE_TBF.INPUT	0	0.	100.000
253	ROUTINE_TEMPERATURE.ATTENUATION	0	0.	100.000
254	ROUTINE_TERM.CHECK	0	0.	100.000
255	ROUTINE_TIME.TO.DETECT	0	0.	100.000
256	ROUTINE_TR.INPUT	0	0.	100.000
257	ROUTINE_TT.FACTORS.INPUT	0	0.	100.000
258	ROUTINE_TYPE.WEAPON.INPUT	0	0.	100.000
259	ROUTINE_UNIT.ASSIGNMENT	0	0.	100.000
260	ROUTINE_UNIT.INPUT	0	0.	100.000
261	ROUTINE_UNIT.PRIORITY	0	0.	100.000
262	ROUTINE_VIS.INPUT	0	0.	100.000
263	ROUTINE_WEIBULL.F	0	0.	100.000
264	ROUTINE_WHAT.NEXT	0	0.	100.000

TOTAL INVOCATIONS = 62303

CPU USAGE FOR SIMULATED HOUR 24. = 286.62 SECONDS

COSAGE SUMMARY INVOCATION REPORT

TOP 264 (100%)	INVOKED ROUTINES	TOTAL INVOCATIONS	PCT TOTAL CALLS	ACC TOTAL PCT
1	FUNCTION_ACT.RANGE	1107755	15.718	15.718
2	ROUTINE_PK.COMPUTE	1027402	14.578	30.296
3	ROUTINE_RANGE.COMPUTE	793811	11.264	41.560
4	ROUTINE_PROX.CHECK	547294	7.766	49.325
5	ROUTINE_JOHNSON.CRITERIA	323811	4.595	53.920
6	ROUTINE_PROB.INF	323811	4.595	58.515
7	ROUTINE_PROB.TIME	323811	4.595	63.109
8	ROUTINE_SEARCH	323811	4.595	67.704
9	ROUTINE_FRAC.COMPUTE	318288	4.516	72.220
10	ROUTINE_CONTRAST.TO.FREQ	221679	3.145	75.365
11	ROUTINE_TIME.TO.DETECT	186305	2.644	78.009
12	ROUTINE_SIZE.ESTIMATE	149998	2.128	80.137
13	ROUTINE_LOCATE.SECTOR	146540	2.079	82.217
14	ROUTINE_MRT.TO.FREQ	102132	1.449	83.666
15	ROUTINE_TEMPERATURE.ATTENUATION	102132	1.449	85.115
16	ROUTINE_CHECK.ENGAGEMENT	85115	1.208	86.323
17	ROUTINE_FINAL.COVERAGE	77148	1.095	87.417
18	PROCESS_ASSESSMENT	61283	.870	88.287
19	FUNCTION_COMBINATIONS	51982	.738	89.024
20	ROUTINE_PDB.DETECTION	47796	.678	89.703
21	PROCESS_SHOOT.OUT	43312	.615	90.317
22	ROUTINE_DEQ.FEBA.SET	35607	.505	90.822
23	ROUTINE_ENQ.FEBA.SET	35400	.502	91.325
24	EVENT_PDB.ACTIVATION	35288	.501	91.825
25	FUNCTION_EST.RANGE	31573	.448	92.273
26	ROUTINE_NOISE.DEGRADE	23898	.339	92.613
27	ROUTINE_FO.DETECTION	23258	.330	92.943
28	FUNCTION_HE.WLA	21772	.309	93.251
29	ROUTINE_NORMAL.F	21538	.306	93.557
30	ROUTINE_WEIBULL.F	21255	.302	93.859
31	FUNCTION_FEBA.BAND	20556	.292	94.150
32	ROUTINE_VOLLEY	18766	.266	94.417
33	EVENT_CFR.ACTIVATION	17644	.250	94.667
34	ROUTINE_OUTPUT.ATTRITION	17395	.247	94.914
35	ROUTINE_EST.COVERAGE	14674	.208	95.122
36	ROUTINE_WEIGHTED.VOLLEYS	14674	.208	95.330
37	ROUTINE_COMPARE.TRS	13160	.187	95.517
38	ROUTINE_TARGET.ANALYSIS	12964	.184	95.701
39	ROUTINE_MIN.MOVE	11748	.167	95.868
40	ROUTINE_HE.OR.ICM.COMPUTATION	11602	.165	96.032
41	ROUTINE_TIME.REQ	11564	.164	96.196
42	EVENT_UPDATE.LOC	11394	.162	96.358
43	ROUTINE_GET.TERRAIN	10658	.151	96.509
44	ROUTINE_MARGINAL.EFFECTS.ADJ	10293	.146	96.655
45	ROUTINE_GAMMA.F	9926	.141	96.796
46	ROUTINE_CHK.COMP.TR	9786	.139	96.935
47	ROUTINE_CHK.FD.TR	9772	.139	97.074
48	ROUTINE_FA.BN.ASGN	8954	.127	97.201
49	ROUTINE_CHANGE.LOC	8292	.118	97.318
50	ROUTINE_LOS.CHECK	8292	.118	97.436
51	ROUTINE_FA.BN.MOVEMENT	7366	.105	97.540
52	PROCESS_TARGET.REPORT	7038	.100	97.640
53	ROUTINE_COMPUTE.D	6900	.098	97.738

54	ROUTINE_FDC.TR.ENQ	6471	.092	97.830
55	ROUTINE_NEW.SEGMENT	6447	.091	97.922
56	FUNCTION_ICM.WLA	6432	.091	98.013
	[illegible]_CFR.DETECTION	6431	.091	98.104
	[illegible]INE_FDC.TR.DEQ	6384	.091	98.195
59	ROUTINE_FINISH.COMPUTATION	6384	.091	98.285
60	ROUTINE_ANGLE.COMPUTE	6100	.087	98.372
61	PROCESS_FIRE.MISSION	5901	.084	98.456
62	ROUTINE_BTRY.FM.ENQ	5901	.084	98.539
63	ROUTINE_REM.EFFECTS.COMPUTATION	5865	.083	98.622
64	ROUTINE_BTRY.FM.DEQ	5800	.082	98.705
65	ROUTINE_BTRY.EFFECTS	4337	.062	98.766
66	ROUTINE_UNIT.ENVIR	4309	.061	98.827
67	ROUTINE_CFR.DEGRADE	3761	.053	98.881
68	EVENT_CFR.OPERATOR	3428	.049	98.929
69	FUNCTION_EST.TR.RANGE	3262	.046	98.976
70	ROUTINE_PROXIMITY.REQ	3262	.046	99.022
71	ROUTINE_EST.MIL.WORTH	3087	.044	99.066
72	ROUTINE_CAS.EVAL	3057	.043	99.109
73	ROUTINE_SEGMENT.ADJUST	3005	.043	99.152
74	EVENT_MOVE	2915	.041	99.193
75	ROUTINE_REQUEST.SMOKE	2897	.041	99.234
76	ROUTINE_CHECK.PROX	2696	.038	99.273
77	ROUTINE_BLOCK.LOS	2680	.038	99.311
78	ROUTINE_POSITION	2662	.038	99.348
79	ROUTINE_FD.EFFECTS.REQ	2586	.037	99.385
80	ROUTINE_EXPONENTIAL.F	2536	.036	99.421
81	ROUTINE_DUST.EFFECTS	2367	.034	99.455
82	EVENT_ENGAGEMENT	2286	.032	99.487
83	ROUTINE_REQUEST.ILLUM	2286	.032	99.519
84	EVENT_PDB.OPERATOR	2275	.032	99.552
85	ROUTINE_CHECK.FOR.MINES	2075	.029	99.581
86	ROUTINE_LOCATE.SEARCH.AREA	1950	.028	99.609
87	ROUTINE_COPY	1855	.026	99.635
88	EVENT_START.ARTY.MOVEMENT	1490	.021	99.656
89	EVENT_STOP.ARTY.MOVEMENT	1488	.021	99.677
90	EVENT_ARTY.OCCUPATION	1487	.021	99.699
91	ROUTINE_COMPUTE.WD	1441	.020	99.719
92	ROUTINE_REQUEST.DEF.FASCAM	1207	.017	99.736
93	ROUTINE_DECIDE	1185	.017	99.753
94	EVENT_GET.NX.ORD	863	.012	99.765
95	EVENT_CFR.ON	854	.012	99.777
96	PROCESS_ARTY.ASSESS	853	.012	99.789
97	EVENT_CFR.OFF	847	.012	99.801
98	ROUTINE_CHECK.FORCE	710	.010	99.812
99	PROCESS_WITH.DRAW	611	.009	99.820
100	ROUTINE_PREP.WITHDRAW	611	.009	99.829
101	ROUTINE_REQUEST.WD.FASCAM	611	.009	99.838
102	ROUTINE_TERM.CHECK	607	.009	99.846
103	EVENT_START.MOVE	585	.008	99.854
104	ROUTINE_PRED.POS	581	.008	99.863
105	EVENT_ACT.DEF	519	.007	99.870
106	PROCESS_HOW.REPAIR	513	.007	99.877
107	ROUTINE_COMBINE.TRS	456	.006	99.884
108	PROCESS_FORWARD.OBSERVER	421	.006	99.890
109	ROUTINE_CREATE.FORCE	382	.005	99.895
110	ROUTINE_UNIT.ASSIGNMENT	382	.005	99.901
111	ROUTINE_SWITCH.FO	380	.005	99.906
112	ROUTINE_CHECK.DEAD	378	.005	99.911

113	ROUTINE_END.MOVE	328	.005	99.916
114	ROUTINE_PGM.MSN.ASGN	328	.005	99.921
115	ROUTINE_HEADING	326	.005	99.925
116	EVENT_ACT.MOVCOR	312	.004	99.930
117	ROUTINE_UNIT.PRIORITY	288	.004	99.934
118	ROUTINE_CHECK.LIST	281	.004	99.938
119	EVENT_ACT.MOVDIS	274	.004	99.942
120	ROUTINE_ORD.DEF	267	.004	99.945
121	ROUTINE_WHAT.NEXT	263	.004	99.949
122	ROUTINE_ORD.MOVCOR	235	.003	99.953
123	ROUTINE_CHECK.STREN	223	.003	99.956
124	ROUTINE_DEAD.UNIT	207	.003	99.959
125	EVENT_START.BATTLE	191	.003	99.961
126	ROUTINE_ADJUST	191	.003	99.964
127	ROUTINE_GENERAL.BATTLE	191	.003	99.967
128	ROUTINE_INITIAL.DETECT	191	.003	99.969
129	ROUTINE_INITIAL.MOVE	191	.003	99.972
130	ROUTINE_LINE.OF.SIGHT	191	.003	99.975
131	ROUTINE_ORIENTATION	191	.003	99.978
132	ROUTINE_EMPTY	189	.003	99.980
133	ROUTINE_PROX.POS	174	.002	99.983
134	EVENT_ACT.ATK	144	.002	99.985
135	ROUTINE_PREPARE.LIST	144	.002	99.987
136	EVENT_BTL.ENDED	142	.002	99.989
137	ROUTINE_FIN.BATTLE	142	.002	99.991
138	ROUTINE_ORD.MOVDIS	106	.002	99.992
139	ROUTINE_ORD.ATK	90	.001	99.994
140	ROUTINE_FORM.TF.LIST	76	.001	99.995
141	ROUTINE_RESET.FEBA.SECTOR	62	+9.E-04	99.996
142	ROUTINE_INTER.BATTLE	49	+7.E-04	99.996
143	EVENT_SCHEDULE.ARTY.MOVEMENT	48	+7.E-04	99.997
144	ROUTINE_INTER.HELO	47	+7.E-04	99.998
145	ROUTINE_DESTROY.ORD	39	+6.E-04	99.998
146	ROUTINE_ATTRIT.SENSOR	23	+3.E-04	99.999
147	FUNCTION_COLLISION	22	+3.E-04	99.999
148	ROUTINE_CREATE.TEAMS	17	+2.E-04	99.999
149	ROUTINE_DQ.CMSN.QUEUE	11	+2.E-04	99.999
150	EVENT_CHANGE.WEATHER	9	+1.E-04	99.999
151	EVENT_CHANGE.LITE	2	+3.E-05	99.999
152	EVENT_POSITION.REPORT	2	+3.E-05	99.999
153	ROUTINE_FORPOSITION.OUT	2	+3.E-05	99.999
154	''PROGRAM''_MAIN	1	+1.E-05	99.999
155	ROUTINE_BTRY.INPUT	1	+1.E-05	99.999
156	ROUTINE_CAT.TU.INPUT	1	+1.E-05	100.000
157	ROUTINE_DECISION.INPUT	1	+1.E-05	100.000
158	ROUTINE_EQ.TE.INPUT	1	+1.E-05	100.000
159	ROUTINE_FARRP.INPUT	1	+1.E-05	100.000
160	ROUTINE_FBN.FD.INPUT	1	+1.E-05	100.000
161	ROUTINE_FEBA.INITIAL	1	+1.E-05	100.000
162	ROUTINE_HE.LA.INPUT	1	+1.E-05	100.000
163	ROUTINE_ILLUM.INPUT	1	+1.E-05	100.000
164	ROUTINE_KV.INPUT	1	+1.E-05	100.000
165	ROUTINE_MAIN1	1	+1.E-05	100.000
166	ROUTINE_MAIN2	1	+1.E-05	100.000
167	ROUTINE_MAIN3	1	+1.E-05	100.000
168	ROUTINE_MAO.INPUT	1	+1.E-05	100.000
169	ROUTINE_MCFR.INPUT	1	+1.E-05	100.000
170	ROUTINE_MFO.INPUT	1	+1.E-05	100.000
171	ROUTINE_MINE.INPUT	1	+1.E-05	100.000

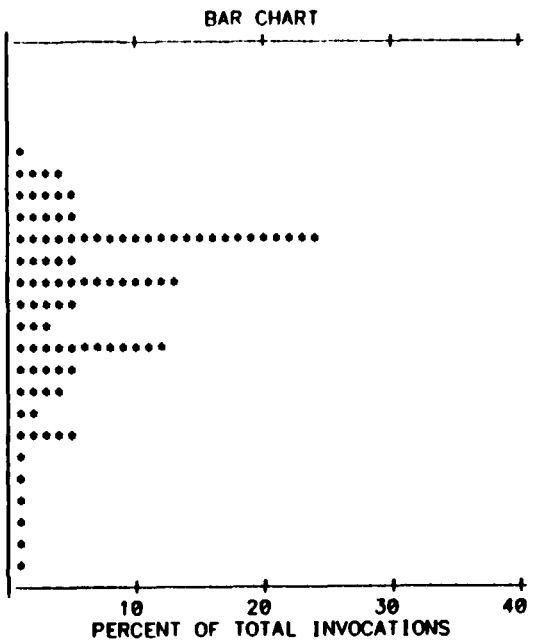
172	ROUTINE_MPDB.INPUT	1	+1.E-05	100.000
173	ROUTINE_MUNS.INPUT	1	+1.E-05	100.000
174	ROUTINE_OPEN.INPUT.OUTPUT.FILES	1	+1.E-05	100.000
175	ROUTINE_P.E.M.INPUT	1	+1.E-05	100.000
176	ROUTINE_PGM.INPUT	1	+1.E-05	100.000
177	ROUTINE_PK.INPUT	1	+1.E-05	100.000
178	ROUTINE_READ.ORDERS	1	+1.E-05	100.000
179	ROUTINE_RUL.EN.INPUT	1	+1.E-05	100.000
180	ROUTINE_SENSOR.INPUT	1	+1.E-05	100.000
181	ROUTINE_SMOKE.INPUT	1	+1.E-05	100.000
182	ROUTINE_ST.INPUT	1	+1.E-05	100.000
183	ROUTINE_SUBM.INPUT	1	+1.E-05	100.000
184	ROUTINE_SYS.INPUT	1	+1.E-05	100.000
185	ROUTINE_TACAIR.INPUT	1	+1.E-05	100.000
186	ROUTINE_TB.INPUT	1	+1.E-05	100.000
187	ROUTINE_TBF.INPUT	1	+1.E-05	100.000
188	ROUTINE_TT.FACTORS.INPUT	1	+1.E-05	100.000
189	ROUTINE_TYPE.WEAPON.INPUT	1	+1.E-05	100.000
190	ROUTINE_UNIT.INPUT	1	+1.E-05	100.000
191	ROUTINE_VIS.INPUT	1	+1.E-05	100.000
192	EVENT_ACT.REINF	0	0.	100.000
193	EVENT_AD.ENGAGEMENT	0	0.	100.000
194	EVENT_DQ.OLD.SORTIE.QUEUE	0	0.	100.000
195	EVENT_END.SIMULATION	0	0.	100.000
196	EVENT_FEBA.SORTIE	0	0.	100.000
197	EVENT_HC.DEPART.BATTLE	0	0.	100.000
198	EVENT_HELO.ENGAGEMENT	0	0.	100.000
199	EVENT_INIT.PREPLAN.CAS	0	0.	100.000
200	EVENT_OFF.LINE.ATTRITION	0	0.	100.000
201	EVENT_SEND.TEAM	0	0.	100.000
202	EVENT_SET.DEBUG	0	0.	100.000
203	FUNCTION_AR.PROB.DETECT	0	0.	100.000
204	FUNCTION_BTRY.AVAILABLE	0	0.	100.000
205	FUNCTION_STAY.TIME	0	0.	100.000
206	PROCESS_AC.ATK.TGT	0	0.	100.000
207	PROCESS_AIR.OBSERVER	0	0.	100.000
208	PROCESS_AIRBORNE.RADAR	0	0.	100.000
209	PROCESS_CAS.MISSION	0	0.	100.000
210	PROCESS_HC.ARRIVE.BATTLE	0	0.	100.000
211	PROCESS_HC.RETURN.FARRP	0	0.	100.000
212	PROCESS_HEL.TARGET.ACQUISITION	0	0.	100.000
213	PROCESS_HELICOPTER.FIRE	0	0.	100.000
214	PROCESS_MINE.ASSESS	0	0.	100.000
215	PROCESS_PHOTO.IR.FLIGHT	0	0.	100.000
216	PROCESS_REMOTE.PILOT.VEHICLE	0	0.	100.000
217	ROUTINE_AC.BOMB.EFFECTS	0	0.	100.000
218	ROUTINE_AC.DF.EFFECTS	0	0.	100.000
219	ROUTINE_AC.MUNS.INPUT	0	0.	100.000
220	ROUTINE_AD.SHOOT	0	0.	100.000
221	ROUTINE_AMMO.RPT	0	0.	100.000
222	ROUTINE_ANALYSIS.OUTPUT	0	0.	100.000
223	ROUTINE_AO.DETECTION	0	0.	100.000
224	ROUTINE_AR.DETECTION	0	0.	100.000
225	ROUTINE_BETWEEN.ROUTINE	0	0.	100.000
226	ROUTINE_BTL.CHECK	0	0.	100.000
227	ROUTINE_CHECK.CAS.CONSTRAINTS	0	0.	100.000
228	ROUTINE_EMPLOY.HELICOPTERS	0	0.	100.000
229	ROUTINE_END.CAS.MISSION	0	0.	100.000
230	ROUTINE_ERROR.STOP	0	0.	100.000

231	ROUTINE_FARRP.CHECK	0	0.	100.000
232	ROUTINE_FASCAM.COMPUTATION	0	0.	100.000
233	ROUTINE_FILE.FD.SCHD	0	0.	100.000
234	ROUTINE_FILE.KAD.SENSOR	0	0.	100.000
235	ROUTINE_FIND.START.TIME	0	0.	100.000
236	ROUTINE_FLIGHT.PATH	0	0.	100.000
237	ROUTINE_HC.COMPUTE.TIMES	0	0.	100.000
238	ROUTINE_HC.DISENGAGE	0	0.	100.000
239	ROUTINE_HC.EMPTY	0	0.	100.000
240	ROUTINE_HEL.RANGE.COMPUTE	0	0.	100.000
241	ROUTINE_ILLUM.COMPUTATION	0	0.	100.000
242	ROUTINE_ILLUM.EFFECTS	0	0.	100.000
243	ROUTINE_INIT.REINF	0	0.	100.000
244	ROUTINE_KV.PRINT	0	0.	100.000
245	ROUTINE_KV.SCOREBOARD	0	0.	100.000
246	ROUTINE_LINE.CIRCLE	0	0.	100.000
247	ROUTINE_MADS.INPUT	0	0.	100.000
248	ROUTINE_MINE.DELAY	0	0.	100.000
249	ROUTINE_MINE.EFFECTS	0	0.	100.000
250	ROUTINE_ORD.REINF	0	0.	100.000
251	ROUTINE_OUTPUT.EXPENDITURES	0	0.	100.000
252	ROUTINE_PIR.DETECTION	0	0.	100.000
253	ROUTINE_PLAT.COUNT	0	0.	100.000
254	ROUTINE_REIN.ARRIVE	0	0.	100.000
255	ROUTINE_REPLACE.HC	0	0.	100.000
256	ROUTINE_REQUEST.FASCAM	0	0.	100.000
257	ROUTINE_RPV.DETECTION	0	0.	100.000
258	ROUTINE_SEARCH.COVERAGE	0	0.	100.000
259	ROUTINE_SMOKE.COMPUTATION	0	0.	100.000
260	ROUTINE_SMOKE.EFFECTS	0	0.	100.000
261	ROUTINE_SNAP.R	0	0.	100.000
262	ROUTINE_SNAP2	0	0.	100.000
263	ROUTINE_TACAIR.DATA.REPORT	0	0.	100.000
264	ROUTINE_TR.INPUT	0	0.	100.000

TOTAL INVOCATIONS = 7047622

COSAGE INVOCATION SUMMARY

SIMULATED HOUR	INVOCATIONS	PCT OF TOTAL INVOCATIONS
1	16797	.24
2	13087	.19
3	1849	.03
4	12890	.18
5	68721	.98
6	249030	3.53
7	371887	5.28
8	340170	4.83
9	1667994	23.67
10	382615	5.43
11	920318	13.06
12	353383	5.01
13	243968	3.46
14	871798	12.37
15	355740	5.05
16	286583	4.07
17	158999	2.26
18	348109	4.94
19	96317	1.37
20	54106	.77
21	55635	.79
22	55092	.78
23	60231	.85
24	62303	.88
TOTAL	7047622	100.00



COSAGE CPU USAGE SUMMARY

SIMULATED HOUR	CPU SECONDS	PCT OF TOTAL CPU SECONDS	BAR CHART
1	247.09	1.45	o
2	8.30	.05	
3	2.27	.01	
4	7.73	.05	
5	220.77	1.30	o
6	881.08	5.18	ooooo
7	820.72	4.83	ooooo
8	730.72	4.30	oooo
9	2911.76	17.13	oooooooooooooooo
10	988.78	5.82	oooooo
11	1937.63	11.40	ooooooooooo
12	903.20	5.31	ooooo
13	580.90	3.42	ooo
14	2109.35	12.41	ooooooooooo
15	1034.83	6.09	oooooo
16	706.51	4.16	oooo
17	477.91	2.81	ooo
18	762.38	4.49	oooo
19	345.93	2.04	oo
20	242.30	1.43	o
21	265.50	1.56	oo
22	249.63	1.47	o
23	273.51	1.61	oo
24	286.62	1.69	oo
TOTAL	16995.42	100.00	

10 20 30 40

PERCENT OF TOTAL CPU SECONDS

COSAGE INVOCATION AND CPU USAGE SUMMARY

SIMULATED HOUR	PERCENT OF INVOCATIONS AND CPU SECONDS	BAR CHART
1	.24	
	1.45	o
2	.19	
	.05	
3	.03	
	.01	
4	.18	
	.05	
5	.98	•
	1.30	o
6	3.53	••••
	5.18	ooooo
7	5.28	•••••
	4.83	ooooo
8	4.83	•••••
	4.30	oooo
9	23.67	••••••••••••••••••••••••
	17.13	oooooooooooooooo
10	5.43	•••••
	5.82	oooooo
11	13.06	••••••••••••••
	11.40	ooooooooooo
12	5.01	•••••
	5.31	ooooo
13	3.46	•••
	3.42	ooo
14	12.37	••••••••••••
	12.41	oooooooooooo
15	5.05	•••••
	6.09	oooooo
16	4.07	••••
	4.16	oooo
17	2.26	••
	2.81	ooo
18	4.94	•••••
	4.49	oooo
19	1.37	•
	2.04	oo
20	.77	•
	1.43	o
21	.79	•
	1.56	oo
22	.78	•
	1.47	o
23	.85	•
	1.61	oo
24	.88	•
	1.69	oo

10 20 30 40

PERCENT OF TOTAL

• = PCT INVOCATIONS o = PCT CPU SECONDS

END

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1-85

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